

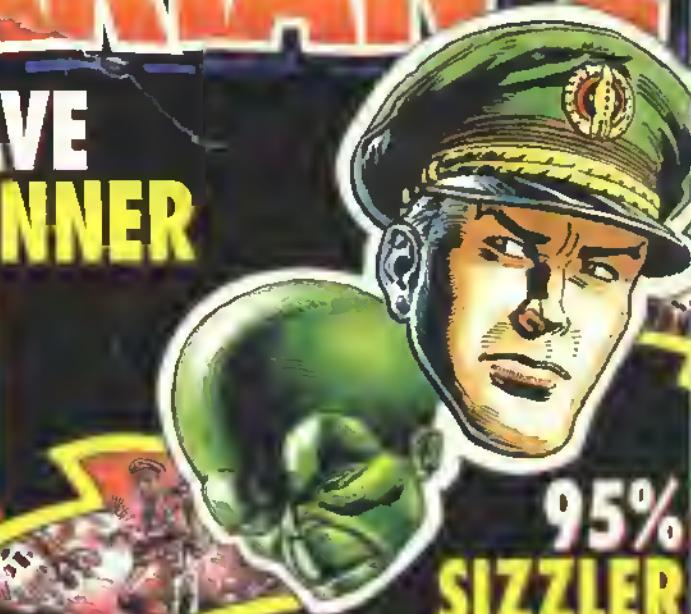
THE WORLD'S BIGGEST C64 MAG — MARVELLOUS CENTENARY ISSUE!

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# WHAT'S HOT

After many glorious issues, *WHAT'S HOT* — in both its own right and many related guises — has now hit the top few magazines, especially computer and games titles, with sales that beat and will continue to beat the rest of the pack.

Perhaps the highlight of this development is that after three issues the title — with 100,000 copies per issue — has now overtaken *100 Home Computer Games* in the print magazine charts.

Third place went to *Computer Games* (by Future Publishing) from this issue, with *Computer Games* and *100 Home Computer Games* having now overtaken *WHAT'S HOT* in the print magazine charts.

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See you next month.

**Jones!**

James Jones  
Editorial  
Writing Team

• GAMES • MUSIC • DISCOS • ARTS

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• GAMES • MUSIC • DISCOS • ARTS

## COMPLETE MAYHEM!



The Rowland Brothers' *Mayhem in Mordheim* is now complete. One awaited releases of the year, the platform extravaganza's graphics we've been told are 'the best we've ever seen'.

Comment on how the forecast is good and a chance to...

...no, sorry — the heading should read 'get a Live '93 ticket', only that's not as catchy. Seriously though, Live '93 — to be held at London's Olympia from 16 to 20 September — is set to be the show of the year. With exhibitors ranging from British Telecom to everyone's favourite software houses, there's a lot to see and do there. Oh, we're attending too! The COMMODORE FORCE team will be there in all their respondent overcooked, underpaid and '84-loving glory. Everything that's happening in the computer and console world will be demonstrated at the event, and — more

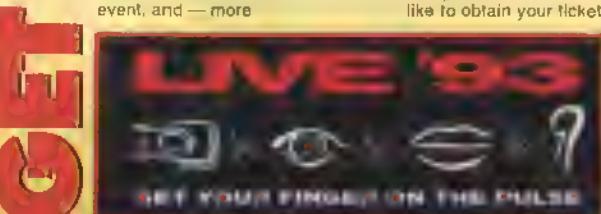
Importantly — there's loads of games to sample and even buy. Computers aren't the only goodies to be featured; audio equipment, satellite TV, keyboards and photography are all making appearances — it's a wonder the organisers have managed to cram so much into Olympia's (impressively large) halls!

Live TV broadcasts will be taking place during the show, as will games challenges (on various formats). Also, advice from Impact Magazines' gurus — the COMMODORE FORCE, SNES FORCE, SEGA FORCE MEGA, AMIGA FORCE and SEGA MASTER FORCE teams — will be on offer to those willing to fight their way through the crowds. Even Phil Collins is attending!

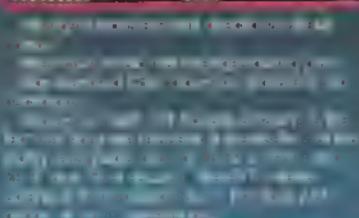
As we stated last month, tickets cost £7 each or £16 for a family of two adults end up to four children. Afternoon tickets (ie from 4pm onwards) will be available for the same categories at £5 and £12 respectively. If you'd like to obtain your ticket before the event, you

can phone the Live '93 ticket hotline on 071 373 8141.

Believe us — it's worth coming along just to see how we all look in real life! Honestly, we don't look as bad as we do in our caricatures...



# HAPPENING?



## TIIGHTEN YOUR BELTS!

Last month we reported the possibility of *Alien 3* on the C64. This month, we bring you... a preview!

Of the three *Alien* films, *Alien 3* is considered the lesser of the series by many. Ridley Scott gave us nail-biting suspense in the first, James Cameron (of *The Terminator* fame) gave us action and a tense atmosphere in the second, but the third...

It wasn't so much that it was a bad film, but its predecessors were tough acts to follow, and it suffered accordingly. And that ending — sickly sentimental drivel, if you ask us.

However, Probe's conversion of the popular Mega Drive *Alien 3* game looks to be a particularly impressive shoot/ind-'em-up. In the film, Ripley (and the prisoners in the complex) were unarmed. Bearing this in mind, Probe armed Ripley's computerised equivalent to the teeth with weapons. However, this 'minor' example of artistic licence makes *Alien 3* far more enjoyable

game to play. Each level scrolls in eight directions, and, controlling Ripley, there's a set amount of prisoners to rescue within an allocated time limit. Lurking in assorted corridors and areas are the terrifying aliens; to destroy them, either a flamethrower, rocket launcher, gun or grenades can be used. Supplies of these are limited, and although extra ammo can be collected from specific points, it's suicide to waste your best weapons at an early stage of the game.

Already considered as one of the best platform shoot-'em-ups available on the Mega Drive, *Alien 3* looks to repeat this success subsequent to its November C64 release. More information — and screenshots, which arrived just too late to be featured — next month.

# WHO'S DOING WHAT? THE TEAM AND THEIR TRICKS



JAMES PRICE

• *Editor*  
• *Editor*  
• *Editor*  
• *Editor*  
• *Editor*

FAVE GAMES: Liverpool



CHRIS HAYWARD

• *COMMODORE FORCE*  
• *Firstwhile Tipster cum Probe*  
• *Editor* has been a little sick this month. He'll sit and write for ten minutes, then fall asleep and push out a few more words when he wakes up.

FAVE GAMES: Liverpool



MILES GUTTENBERG

• Miles has also been a little sick this month. He'll sit and write for ten minutes, then fall asleep and push out a few more words when he wakes up.

FAVE GAMES: Liverpool



# SUBSCRIPTION!

# WE CAN'T FORCE YOU TO SUBSCRIBE...

Imagine a world free of hard work, where money is the last thing on people's minds and the only effort humans would make would be to blink. Any activities could be carried out via the anti-gravity chair in which you'd be encased. Special attachments would stretch your legs so cramp wouldn't set in, and a small device would stimulate your heart so exercise could be carried out without effort. The computerised chair would be mind-controlled, so no fingers would have to flex in order for the chair to function. Actually, it wouldn't even be mind-controlled as this, in turn, would be considered strenuous, so the chair would think for itself and tend to you every need. Of course, lack of mental stimulation is the beginning of the end, but there would be one invaluable entertainment system — a C64 strapped to your eyes.

That would mean 100% Commodore gaming, you could play *Creatures* for the first five years of your life, followed by a good ten years on *Turrican*... your entire existence could be devoted to the C64. No school, no work, and the chair would even note down the tape-counter during a multi-load.

Alas, this paradise world would have a disastrous side effect — you couldn't make it to the newsagent to buy COMMODORE FORCE!

## FREE COVER DISKS!

Long to play the Reel Action tapes on your disk drive? Well don't try and get your tapes to run on it 'coz it'll all end in tears. Instead you could subscribe and get Reel Action on disk! Now you can't say fairer than that.



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CHEQUE

After last month's awesome smash — The Blues Brothers — you're probably wondering just how we're

going to top it. Well worry not mine little trilobites. This issue launches a formidable two-pronged classic attack with one of the original (and best) arcade adventures and the incredible Barbarian 2 — certainly one of the most bloodthirsty games ever to congeal in a C64. Check it out...

Beau Jolly



## PROLOGUE

After last month's awesome smash — The Blues Brothers —

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## CHOICE OF CHARACTER

There are four characters to choose from: the Barbarian, the Priest, the Mage and the Thief.

## LEVELS

There are 12 levels in the game, each with its own unique challenges and enemies.

## MONSTERS

There are many different types of monsters in the game, including goblins, orcs, trolls and dragons.



## MAGICAL OBJECTS

There are several magical objects in the game, including a sword, a shield, a staff and a ring.

These objects can be used to help the player in battle.

For example, the sword can be used to slash at enemies, while the shield can be used to block attacks.

The staff can be used to cast spells, and the ring can be used to teleport the player to different locations.

These magical objects are essential for success in the game.

# REEL ACTION! 11

# ITION

## EASY LIVES

• **Jon Wells**

Reel and easy — that's the kind of lives you get with good old Commodore Force. No lives, no responsibilities, just lots of ammo, energy and credits whenever you want. This month's hack-free hacks will solve all your problems with:

**NODES OF YESOD**

**TRACER**

**BIONIC COMMANDO**

**I-BALL**

**HOLIDAY COPS**

**MEGA APOCALYPSE**

Load up the Easy Lives program then select the game you want to beat with a joystick in port two. Choose hacks by pressing fire then hold space. When instructed, insert the relevant original game cassette and press play. Voilà! The game's as good as completed. To return to the main menu at any point just thump RUN/STOP. Also included in the program are music hacks for Star Paws, Black Lamp and Last Ninja. Full instructions are given in the scrollies. Enjoy.



## ENERGY AND LIVES

### CONTROLS

• WITHOUT FIRE BUTTON PRESSED



• WITH FIRE BUTTON PRESSED



# CORKING COVERS!

YOUR cassettes are probably a might lonely in their boxes, so here's something to keep 'em company.

COMMODORE  
FORCE

## BARBARIAN 2

## REEL ACTION #19

COMMODORE FORCE REEL ACTION #19

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Reel Action prescription

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Reel Action Ho.....  
Best fat Prime minister.....

**REEL ACTION #19**

**LOADING INSTRUCTIONS**

Ease your tape gently into the datassine, calmly depress shift and RUNSTOP simultaneously and press play.

**DODGY DUPLICATION**

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**COMMODORE FORCE**

**BARBARIAN 2**  
Superior weapon. Welding epic. Not for the squeamish!

**TAPE INFO**

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**LOADING INSTRUCTIONS**

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**COMMODORE FORCE**

**SEA COMMAND**  
Hectic waterborne SEUCK action.

**SCEPTE OF BAGHDAD Demo**  
Jon Willis' revamped arcade adventure.

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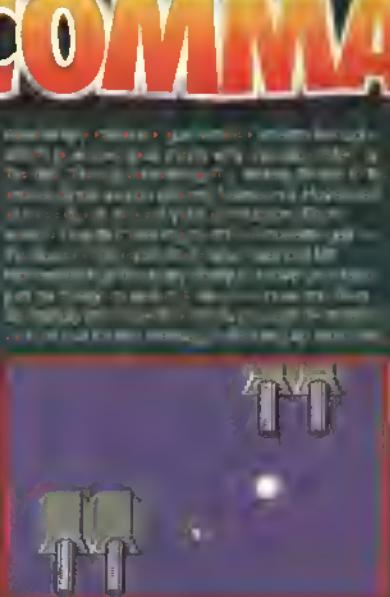
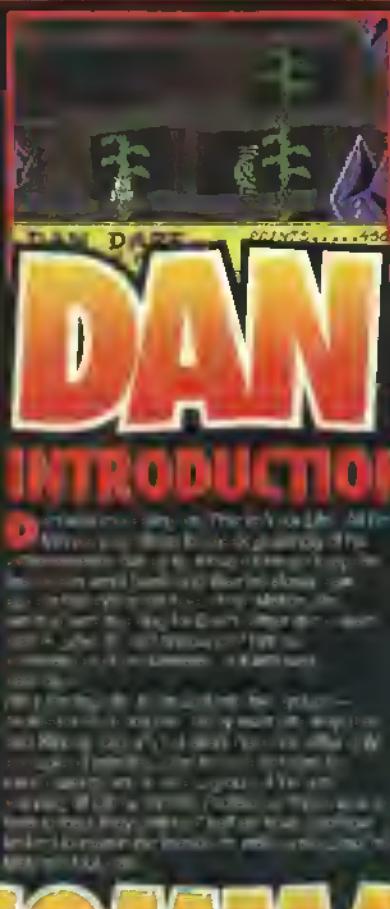
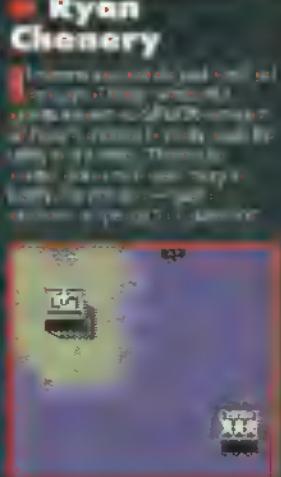
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**Beau Jolly**

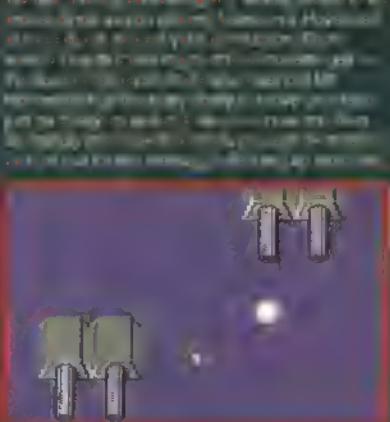
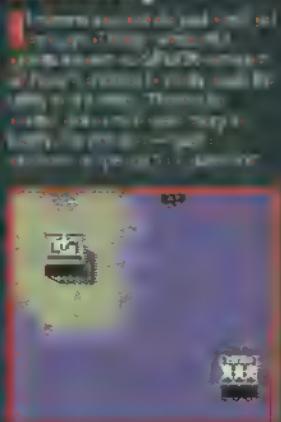


**INTRODUCTI**



# SEA COMMAND

Ryan  
Chenery





## DARE GAMEPLAY

Up ..... Forward  
 Down ..... Back  
 Left ..... Guess  
 Right ..... 2 out of 2  
 FIRE ..... Fire  
 In the direction you're facing.

**DAN DARE  
PILOT OF THE FUTURE**

A GANG OF FIVE PRODUCTION  
 LOADING SCREEN  
 STU JACKSON  
 PRESS FIRE TO PLAY  
 ©1995 IPC/DAN DARE LTD.  
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 LICENSED WORLDWIDE BY DAN DARE LTD.  
 PROGRAM/GRAFICS © VIRGIN GAMES LTD.

## CONTROLS

- Control your ranger with a joystick in port one (fire to change gear) or these delightful keys
- Joystick in port 2 only  
 Without the fire button pressed the joystick moves Dan in the normal way. With the joystick pressed the functions selected depend on the type of caption on the screen
- No caption:  
 Back/Up — Throw grenade upwards  
 Backward — Throw grenade horizontally  
 Back/Down — Throw grenade downwards  
 Grenades are used to stun Treens and destroy the Mekon's dome. They can only be used above ground or in the Melons room.
- Red caption — A Treen is nearby  
 Up — move guard up  
 Forward — punch up or down depending on the position of Dan's guard  
 Down — move guard down  
 P — pauses game.

## GET A PIECE OF THE ACTION

• You've played the some of the hottest titles in 64K history for free, courtesy of COMMODORE FORCE, right? But do you think you've written a game to make them seem a tad on the tepid side? Good — then bung a copy (with instructions), tape or disk, in the post and claim immortality within the hallowed spools of a future covertape. Oh, but only if it's good enough, mind...

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 Address .....

Postcode .....

Utility used (if any) .....

Preferred supermarket chain .....

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Signed..... Date.....

• Be sure to enclose this coupon (or a photocopy) or we cannot consider your game. The address is, as always: COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. If you want your game returned, please enclose an SAE — cheers mateys.

## SCEPTRE OF BAGHDAD DEMO

### • Psytronik

Y ou've read this issue's review, now see what it's like for yourself with no obligation to buy.

The Caliph is controlled by normal joystick directions. When standing over an object pull down to swap it for the item currently in possession or 'use', and fire to launch a magical ball to dispose of roving nasties. There's only a few locations from the full game, but enough for you to get the flavour of the real thing.



Score: 00000

Time: 00:00:00

Level: 00000

Items: 00000

Health: 00000

Energy: 00000

Gold: 00000

Items: 00000



Ray Houghton



Mark Walters



Ronnie Rosenthal



Mark Wright



Steve McMannaman



David Burrows



Rob Jones

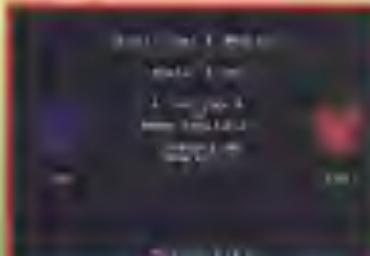


Nick Tanner

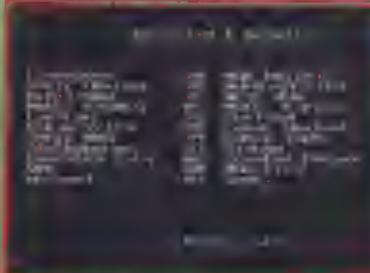
# LIVERPOOL

## ● Grand Slam £19.99 Cassette, £14.99 Disk

**The posses, the shots... the excruciating fouls. Let's face it, football's a violent old game these days. Shinpads of the ready, JAMES 'BIG TACKLE' PRICE trots onto the pitch...**



● Which shell I wear, the blue or the red? Decisions, decisions. Sod it, I'll stay in!



**W**riting a review (or indeed, anything) about football is difficult. The clichés trip so effortlessly off the fingers; anything from the traditional 'it's a funny old game, Brian' to Emlyn Hughes 'squeaky' gags. With everyone putting pen to paper or finger to keyboard and using them, it's amazing that no-one's complained. I mean, they're not funny, right? They've been overused, yes? So why do I, being them, feel the need to use them in this review? It's so easy; you can close a sentence with them, end the review on a different note — even captions aren't safe. Football games etc, by nature, notoriously difficult to describe. In essence, you could bang out paragraph after paragraph of basic text that describe how to play the game — but wouldn't that be boning? Endless lines that basically re-write the game's manual — well, I wouldn't read them.

And so, after that initial round of criticism, I've either got to write an amazing literary masterpiece, or make an excuse. Being a coward, I'll choose the latter — as much as I enjoy playing soccer games, I'll admit I hate writing about them.

### Automatic Promotion

*Liverpool* was originally previewed back in Issue Three, in which Miles enthused '*Liverpool* looks like being the most absorbing tooty fandango yet on the C64'. If by that he meant enjoyable soccer game (I mean, what's a fandango?) then he was

totally correct — *Liverpool* just about walks all over every previous game in its genre. The reason for this is simple: speed. Whereas other efforts dawdle along at an adequate pace, Grand Slam's offering positively motors. To

accommodate this, the screen area is smaller than usual, but the petite scale of the players means there's often a lot on screen at any given time.

This is also useful while passing; more often than not, soccer games show little of the pitch (or players), making the inevitable

passes to off-screen players sheer acts of faith. Unless you're playing a long ball game, *Liverpool* allows you to make clever crosses and even set-pieces with a certain amount of skill. This is partly due to the fact that players can 'trap' the ball; once you've learnt the technique, real football (instead of the usual 'hit it and hope fodder') is possible. Not quite so realistic but equally praiseworthy is the 'aertouch', where the direction of the ball can be altered subsequent to its kicking. This is useful for through-balls, set-plays, shooting — whatever you feel comfortable with.

Heading the ball is simplicity incarnate. Should the ball be at head-height, a quick stab of the fire button results in an often-useful header. Using the

“  
...Liverpool  
has that  
indefinable  
'something'...  
”



David Burrows (x2)



Ian Molby



Ian Rush



Barry Venison



Mike Hopper



in dead-ball situations (a corners or throw-ins) can result in the execution of spectacular moves and even goals. Goalkeepers — many a soccer game's weak point — are computer controlled in *Liverpool* and, unusually, their skills aren't too shabby. Rather than keeping to their goal-line, they'll run out to intercept the ball

should defenders fail to do their duty.

If you're a Liverpool fan, you'll find the team selection section fairly novel. Individual pictures of the team (I'm pretty sure they're digitised) adorn two-thirds of the screen; the other part contains options and information on a selected player.

As a whole, *Liverpool* has that indelible 'something' that makes the occasional piece of software so special. It's also better in two-player mode — I'm just off to thrash Chns again ...

**JAMES!** 90%



• The crowd go silent — a penalty to decide the FA cup final. He looks left, he looks right. Talk about tension, crikey.



• It's a goal! — You know, that oblong thing you find at the end of footy pitches with a net.



**CHRIS!**



• Having received letters of complaint concerning my *Emily Hughes* comment, I was looking forward to *Liverpool* enabling me to rebuild my tarnished reputation. Of course, I could only win back my popularity if it was a good game — no lies in this mag — so I was eager to see exactly how it would turn out.

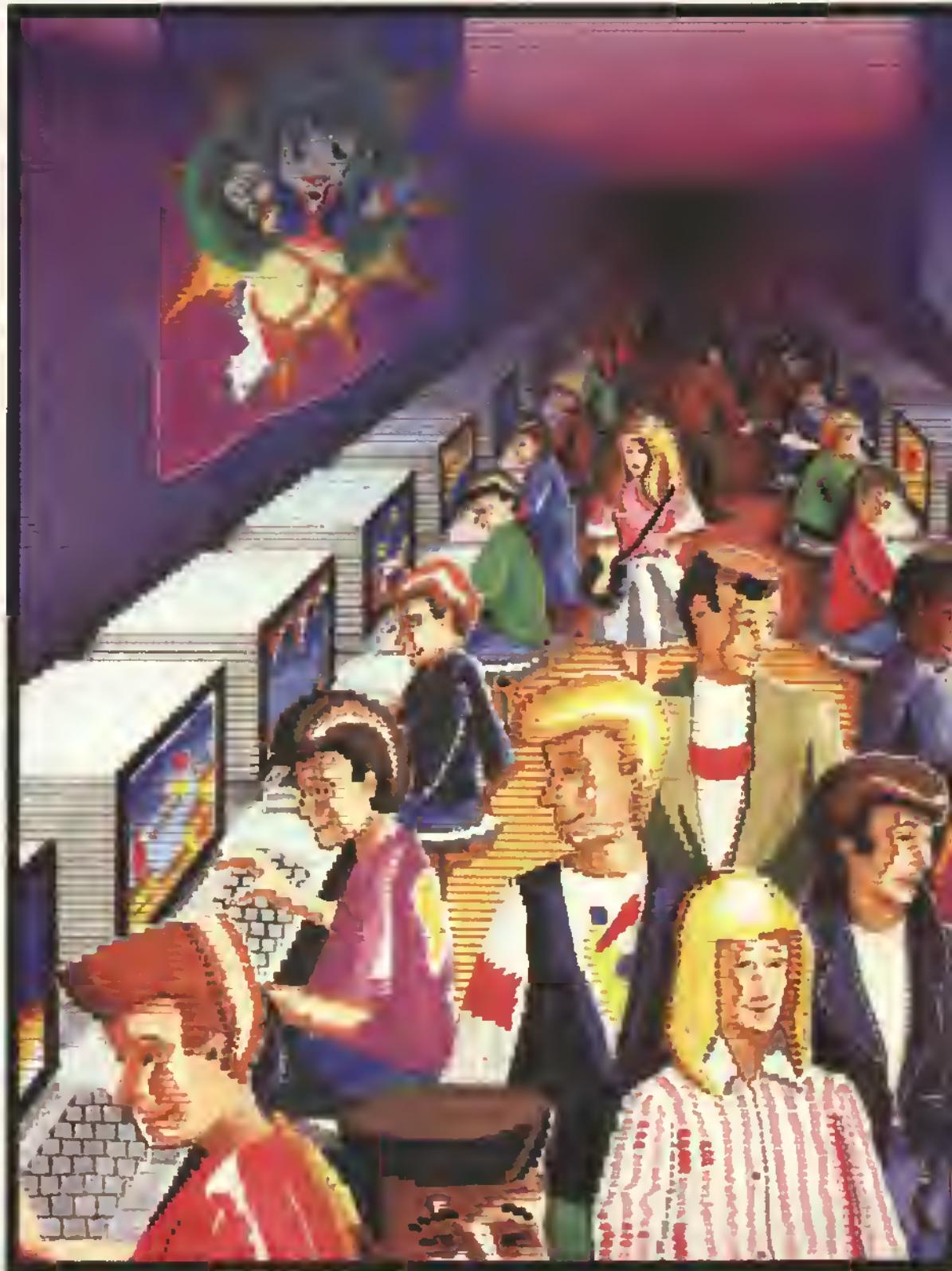
Whether it's pure coincidence I don't know but *Liverpool* is an excellent football game. Opposing teams are surprisingly intelligent — as are the goalkeepers who do their utmost to save a game. You can power off shots at a titanic speed, and the ability to swerve and trap the ball allows for all sorts of plucky tactics and well-planned goals. Forgive me for being sceptical, but I didn't think the C64 could handle such excellence (shame on me).

If you're a football fan you won't find anything better. As for my *Emily* comment, compare that game to this and see what I mean — hel

95%



**FORCE FACTOR** 93%





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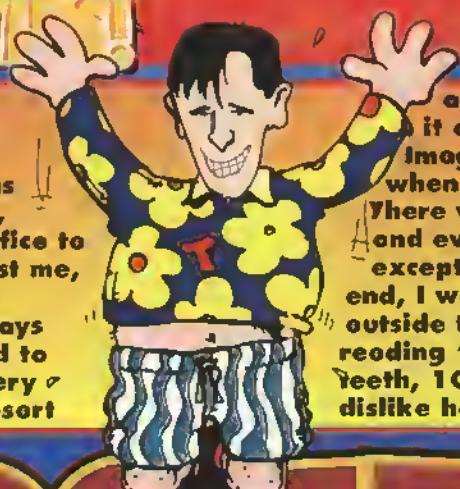
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(If you're under 16, you need to be accompanied by an adult.)

**CAPTAIN CAVEMAN!** I never thought I'd have to wage war on another human being, but Miles Guttery has gone too far. The other day, he moved my part of the office to Bournemouth! There was just me, my desk and an ice cream salesman. It took me five days to get back home as we had to stop at every seaside resort



and sell Cornettos. To top it all, my arms fell off! Imagine trying to sell ices when you've got no limbs! There was vanilla here, there and every flaming where — except in the cones. In the end, I was used as a prop outside the van with a sign reading 'Punch the Tipster's teeth, 10p a go'. No wonder I dislike holidays...

# THE TIPSTER!

## • The Hit Squad

# NAVY SEALS

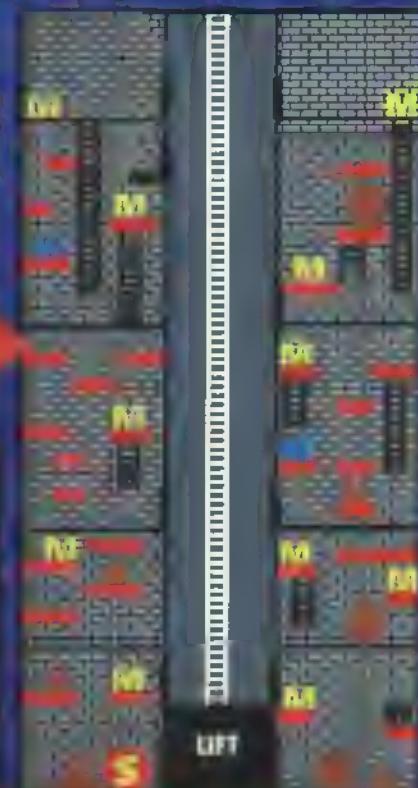
### Level One

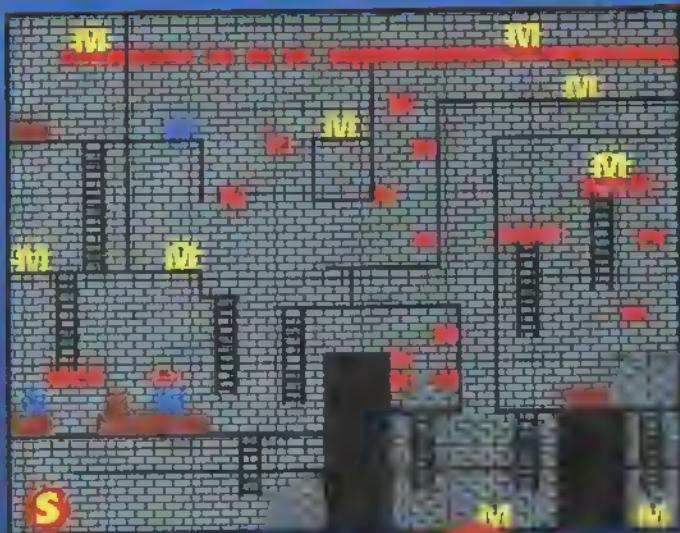
This is rather easy, just take care. Silly mistakes lead to energy loss. Be careful.



### Level Two

Go up the left side of the shaft, but don't climb the top of the shaft. Wait for the floor to drop, then go up the right side of the shaft. Don't fall off the floor.





## ICONS



**MISSILE:**  
Defuse them all on each level.



**START:**  
There's no turning back now — so get going.



**LADDER:**  
Use these to get about safely.



**WEAPONS:**  
Handy collectable weapons.



**BARREL:**  
This can be picked up and thrown about.



**CRATE:** Like barrels, crates can be thrown.



**WEAPONS CRATE:**  
Shoot these crates for power-ups.



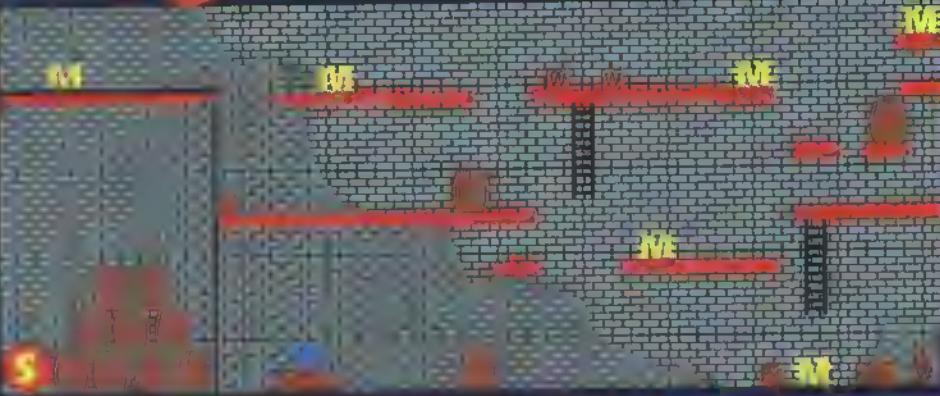
**MINES:**  
Avoid these or pay the price — with your life!

### Level Three

Defuse the missiles and shoot the enemies. You'll need to use the ladders to get to the top of the building.

### Level Five

Defuse the missiles and shoot the enemies. You'll need to go up the ladders to the top of the building. You'll need to shoot the enemies on the way to the top, finishing with the final missile.

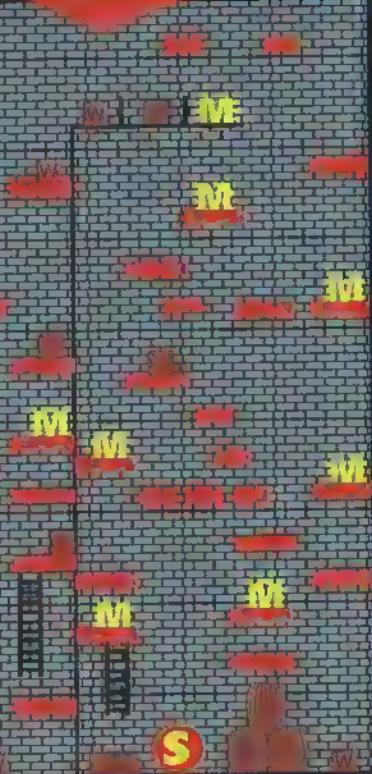


### Level Six

No map for this level as it's a basic run-and-shoot stage. The only problems come in the form of enemies overhead and enemies that are kneeling. You can't kill the ones overhead but those on the ground must be shot immediately. Another tip — keep ducking!

### Level Four

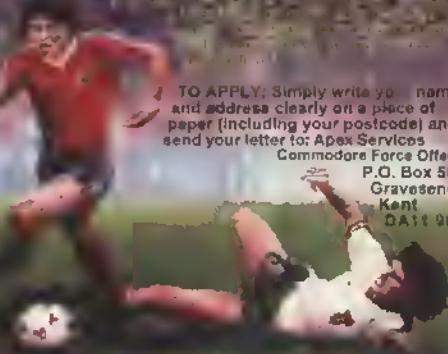
Defuse the missiles and shoot the enemies. You'll need to use the ladders to get to the top of the building.



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# ROBOCOD

• Kixx

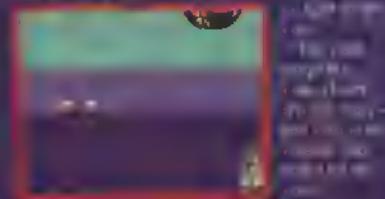
I t earned a respectable 79% in Issue Eight but although it's cute, it ain't easy. Fortunately you can help out Pond if you use this three level guide.



**Part One:** Go left and collect the energy running right. Clear the spikes and expand yourself along the roof to get past the door on the left and leap over the snake and the fourth block. Use the left side of the roof and hip along the edge to get to the top of the wall.



• **What are the best ways to increase sales?** Sales are a key metric for success. To increase sales, you can offer discounts, promotions, or new products. You can also focus on improving customer service and satisfaction. Other strategies include increasing advertising, expanding into new markets, and diversifying your product line.



## Level Two



1. **What is the primary purpose of the U.S. Constitution?**



1. **What is the primary purpose of the study?**



## Level Three



...the spikes and get the  
bee stand on the  
edge right and bounce  
you jump off at the  
end of the edge. There's a red



Part Two: Walk right and enter the right side of a last castle — a nifty pair of wings are up for grabs. Fly up through the gap on the left. Then, fly on to find some energy. When you reach the top, collect the penguins and exit.



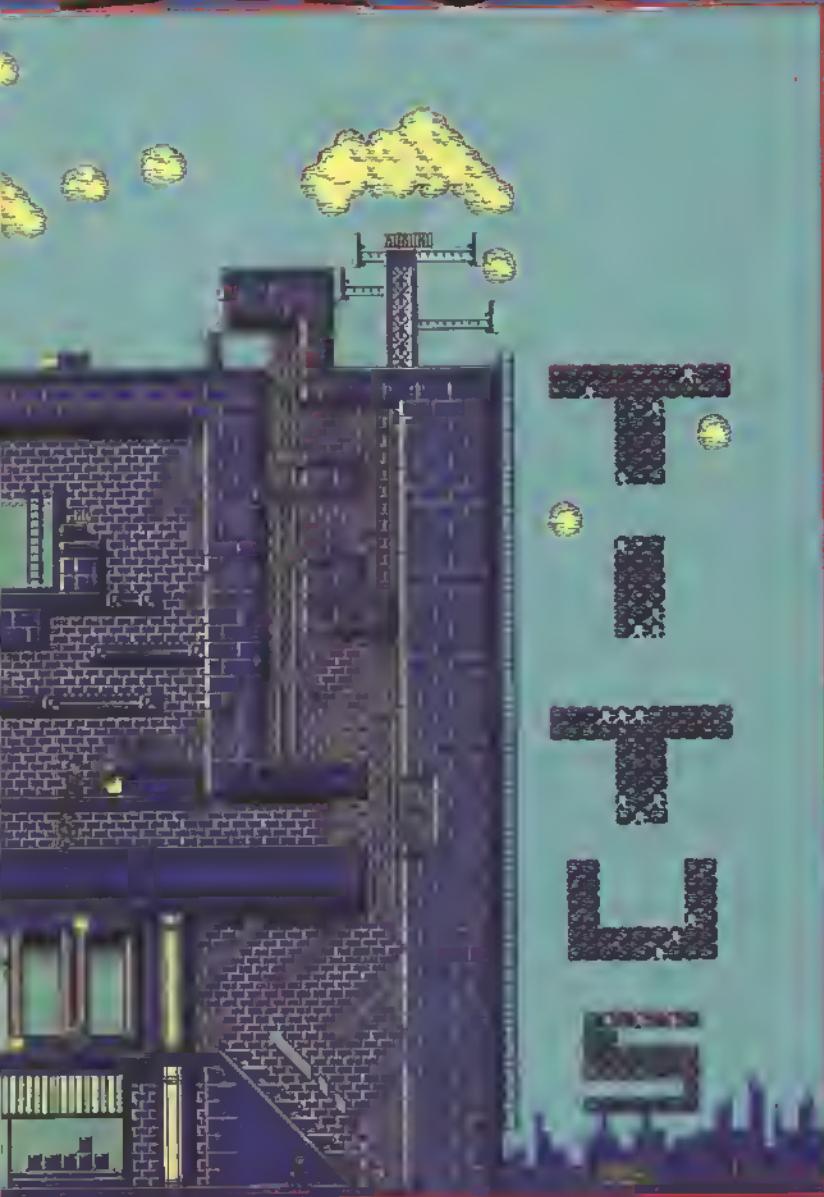
# THE BLUES

## Reel Action

Last month's leading covetage game was the amazing *Blues Brothers*, an excellent platformer just oozing soul. This map of the first musical level lets you see all the bits you've probably missed — so get to it!



# BROTHERS



At night, the world is a street front. Usually, there's a lot of stuff, which will tot up your score and provide extra lives.



Watch out! Other players are bound to be around the night — in fact, there are three of them. Don't move for 10 seconds and you're invincible.



Here's what you're searching for: a massive musical instrument. The guitar is the key to escaping the basement and you leave without it, you'll fail.



At night, this part of the city is even more crowded with players and the competition is fierce. Fortunately, this office provides a certain degree of safety, which is nice.

## PLAYING TIPS!



Even though he can't write and he's the worst person to talk his way into being a winner, Stephen Hawker from Leicester wins this month's Action Replay cart because of the excellent cheat cassette he sent. Well done, Stephen.

# THE SIMPSONS

## • The Hit Squad

A



## HALL OF FAME

Everybody likes disappointment and there's no bigger misery than sending work in but never seeing it in print. So to cheer up all those whose stuff hasn't been used, I like to give 'em a little mention.

Kevin Doyle (Nottingham), David 'complex' Gear (Ireland), Paul O'Brien (Ireland), Bill Burke (Ireland), Kevin Doyle (Nottingham), J. Button (Sullolk), Kevin Davis (Somewhere), John Crompton (Wigan), Stephane Hong-lyn (Indian Ocean), John Crofty (Ireland), John Randle (Coventry).

Miles may think he's going to take over, but I'm secretly plotting his demise. In fact, I've plotted enough incendiary devices by his choir to blow the Knox off any Fort. As they say in many a movie, I shall not rest until Miles is gone — Miles is a film star, ya know? Anyway, let's not stray from the subject; tips — get 'em, post 'em, and I'll remain sane. This is the recommended address: The Tipster! COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Who's that? Oh, it's you Miles.

What do you mean

I'm sitting on your chair?  
Oh my...



# SKULL AND CROSSBONES

## • The Hit Squad

W

...her is awarded an extra life but if the duel is drawn, if it's going to make sense for one player to win, then the other wise nobody can get the bonus. So, if you're in a race away from her, turn around and use the



# JAMESY AND SMILES

JAMESY: [singing] 'It's that time of day...'

SMILES: [continues] 'All we do is play and play'

JAMESY: [again...] 'Will someone put that pram away...'

SMILES: Ahhh, happy days. Speaking of which, what have you been up to, mate?

JAMESY: Well, I've been eating those little berries that you find at the bottom of the garden. My mother always used to say 'Jamesy, don't you go eating those berries — you'll get ill'. But you know, mate, I always doubled her...

SMILES: So that's why you've been in intensive care for the past month then, mate?

JAMESY: It certainly is. What have you been doing, Smiles?

SMILES: Well I've been meeting people.

JAMESY: Don't you mean 'meeting' people?

SMILES: No, I mean 'meeling' people. I've been

sneaking up behind them with a huge steak, then... whammo!

JAMESY: Erm... that's great, mate [Lapses into silence].

SMILES: This may sound like a stupid question, but... gnuug

flam bwlt howzer?

JAMESY: You're right. Oh well, time for the end-of-show song...

SMILES: [singing] The was an old man, whose name was Prim...

JAMESY: ...And some swine threw a tomato at him.

SMILES: Now tomatoes are soft, and shouldn't break the skin...

JAMESY: But this one did, 'cause it came in a tin.

SMILES: See you next month!



# CHART CHATTER

1

## STREET FIGHTER 2

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JAMESY: Throwing tins indeed! What a great so... WHAMMO!

SMILES: [chortling] Nice to 'meat' you, Jamesy! Ho ho ho...

"There are plenty  
of better fight  
games about"

56%

2

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Another opening of another show, another column waiting to go! Yes, it's Professor Brian Stain, back again to guide you on the path to true enlightenment. Along the wild and frenzied way this month, we continue our look at sprites, and delve into the mysteries of raster interrupts. We also have fun with a multi-colour adventure...

## THE MULTICOLOURED SPRITE SHOP

If you've been following the series carefully, you'll know that a sprite doesn't have wings (unless you define them that way) and doesn't live at the bottom of your garden (unless you've got a very long extension cable and a comfortable garden shed)! So, to take sprites one step further, we introduce a new technique called MULTICOLOUR sprites. This means that in every sprite we can have four colours. That's the background colour, the sprite's colour and the two multicoloured locations. Now the two multicolours are the same for every sprite displayed in multicolour at any one time, this means you have to choose carefully.



C-FORCE No.10 • OCTOBER 1993

# THE GA

## THE MATHEMATICAL BIT

Don't worry; it's quite straightforward. If you saw the first part, you'll know that sprites are made up of 21 rows of 24 pixels. However, in multicolour mode the grid becomes 21 rows of 12 pixels. The reduction in width allows us to use the following method to determine the colour:

Returning to the theory that each byte represents eight pixels, we now say that each byte contains four 'pairs'.

If both bits of a pair are set to zero, the BACKGROUND colour is displayed in those two pixels.

If the left-hand bit is set to 1, the SPRITE colour (set in location V+39 to V+47) is shown.

If the right-hand bit is set to 1, MULTICOLOUR 1 (location V+37, that is location 53285) is shown.

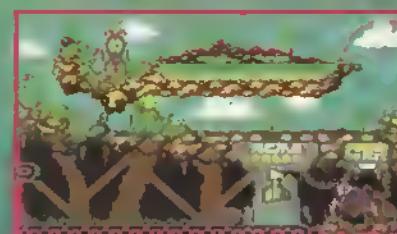
If both bits are set to 1, MULTICOLOUR 2 (location V+38) is shown.

To actually set a sprite into multicolour mode, take its sprite number (0 to 7) and POKE V+28, PEEK (V+28) OR (2 \* N)

This sets sprite N into multicolour mode, and leaves the other sprites on whatever mode they were already in. If you're confused by this mysterious letter V, it's actually equal to 53248 (you must set it by saying N=53248 in a program). From location 53248 upwards in memory, you can alter the settings that affect the VIC-II chip, the Video Interface Chip.

To return a sprite to monochrome (single colour) mode, where each 1 or 0 represent a pixel that's in SPRITE or BACKGROUND colour respectively, use this line (again N is the sprite number 0-7): POKE V+28, PEEK(V+28) AND (255-(2 \* N))

Next month, I'll bring you a full table of the memory locations affecting sprites



## PUTTING IT ALL TOGETHER



The first listing this month will recreate a little sequence you may have seen in a famous game, *Creatures 2*. The hero, Radcliffe, Fuzzy rescuer extraordinaire, has just picked up a magic potion. These provide you with extra weapons. Type in the program below, RUN it, and Clyde will change size and shape. Clyde is a multicolour sprite designed by Steve Rowlands. It also demonstrates how to expand and shrink a sprite.

```

10 REM MONSIEUR
RADCLIFFE
20 POKE 53281,0
30 FOR T=0TO62
40 READ U
50 POKE 12288+T,U
60 NEXT T
70 V=53248
80 POKE 2040,192
90 POKE V,100 POKE V+1,100
100 POKE V+37,11
110 POKE V+38,7
120 POKE V+39,10
130 POKE V+28,1
140 POKE V+29,0. POKE V+29,0
150 POKE V+21,1
160 FOR P=1 TO 250. NEXT P
170 O=0
180 POKE V,88 POKE
V+1,100 POKE V+29,1. POKE V+23,0
190 FOR P=1 TO 250. NEXT P
200 POKE V,100 POKE V+1,79
POKE V+29,0 POKE V+23,1
210 FOR P=1 TO 250. NEXT P
220 O=O+1: IFO <4 THEN 180
230 END
240 DATA 005, 001, 064, 025,
069, 144, 026, 086
250 DATA 144, 025, 085, 144,
021, 153, 080, 006
260 DATA 238, 064, 039, 255,
080, 107, 119, 100
270 DATA 171, 255, 168, 166,
238, 168, 169, 153
280 DATA 168, 105, 085, 100,
168, 084, 084, 165
290 DATA 001, 080, 021, 085,
080, 022, 086, 080
300 DATA 026, 086, 144, 026,
154, 144, 026, 086
310 DATA 144, 026, 154, 144, 026,
154, 144, 000

```

# AMES GURU



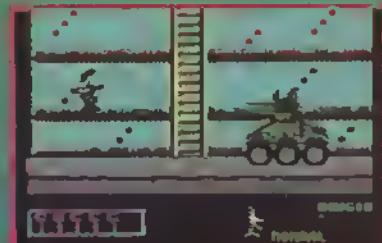
## TOP TECHNIQUES

Rather than bore you with lots of data to type and long tables, this month I thought I'd add a little section on how to use sprites in games. I'll describe the basic ways to define each sprite needed in the game, using examples from real games.

1) **Monochrome Sprites.** Originally, most games featured monochrome sprites but the extra detail they give doesn't make up for the lack of colour. Monochrome sprites are excellent for other purposes though.

2) **Multicolour Sprites.** The majority of games use multicolour sprites. If not properly drawn, sprites can look very blocky, but with three colours per sprite (although two must be set and used in every multicolour sprite) there are plenty of ways to make up for it — highlighting, shading and so on. *Creatures 2* features hundreds of multicolour sprites, from Clyde himself through to many of the baddies. Steve Rowlands' technique is to use the two multicolours as a light colour and a dark colour. With careful highlighting and drawing, sprites appear solid and slightly 3-dimensional.

3) **Expanded Sprites.** By joining more than one sprite and moving them together, you can create massive aliens, just right for the end-of-level attacker. The Shoot-'Em-Up Construction Kit allows you to do this with its 'Join Enemy' option, allowing two or more sprites to be linked to one enemy, and they move around the screen with it. Unfortunately it's impossible to get all the parts to explode at once, so blowing the head off a dragon doesn't kill it.



## PROGRESS INTERRUPTS...

**E**very 50th of a second, a small beam re-draws the television/monitor picture you watch while your computer is switched on. With clever timing, the C64 can tell where that beam is on screen. By causing an INTERRUPT, the C64 can jump to a separate routine, change something, and return to what it was doing. Now this RASTER BEAM, as it's called, allows us to read its location, or even wait until it's at a certain position before executing something we want to happen.

The following program demonstrates a fascinating effect called 'Sprites in the border'. By changing ONE location every time the raster beam reaches the bottom border, we can get rid of it and see sprites placed in it. Note that this new 'open' area wraps around to the top of the screen, so sprites placed too low will appear to be at the top



4) **Enlarged Sprites.** Enlarging sprites (like in the example program given earlier) can create special effects, or even make an enemy seem more menacing. *Creatures 2* (a veritable mine of material on how to make a good game) features the 'Snatcher' from the bonus rounds. With careful use of colour (and joining more than one sprite together) we have an enlarged, expanded 'sprite' at the top of the screen, grabbing flying Fuzzies.

5) **Overlaid Sprites.** Basically, overlaying involves designing a monochrome outline (usually in black) and placing it over a multicolour sprite, moving them together. This gives you the detail of monochrome sprites with the extra colours. *Batman The Movie*, *Navy Seals*, *Robocop*, *The Untouchables* and *The Addams Family* all feature overlaid sprites, either just for the player or (in *Navy Seals*) for the player and for the enemies. The disadvantage is the number of sprites onscreen; you can rapidly reach the eight onscreen limit. The only way to get around this is to use a multi-plexor — an ingenious effect using RASTER INTERRUPTS which just happens to be my next topic.

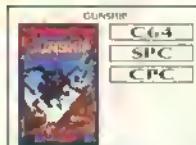
as well. Once you've got the program typed in, and the border disappears, you can try two things:

- 1) By altering location 16383, you can display 'lines' in the border. Try it and see what happens.
- 2) Use last month's example program to place a sprite with a Y position between 230 and 255, or between 0 and 49.

These will be visible with the border removed.

```
10 FOR I=49152 TO 49247
20 READ D
30 POKE I,D
40 NEXT D
50 SYS 49152
60 PRINT CHR$(19) CHR$(17) CHR$(17)
70 PRINT 'TRY LOCATION 16383'
80 END
1000 DATA 120, 169, 127, 141, 13, 220, 173, 13
1010 DATA 220, 169, 27, 141, 17, 208, 169, 129
1020 DATA 141, 18, 208, 169, 64, 141, 20, 3
1030 DATA 169, 192, 141, 21, 3, 189, 1, 141
1040 DATA 25, 208, 141, 26, 208, 169, 147, 32
1050 DATA 210, 255, 169, 14, 169, 0, 141, 32
1060 DATA 208, 169, 1, 141, 33, 208, 159, 0
1070 DATA 141, 255, 63, 141, 134, 2, 88, 96
1080 DATA 169, 1, 141, 25, 208, 173, 17, 208
1090 DATA 41, 247, 141, 17, 208, 173, 18, 208
1100 DATA 208, 251, 173, 17, 208, 41, 127, 9
1110 DATA 8, 141, 17, 208, 76, 49, 234, 208
1120 DATA 0, 0, 0, 0, 0, 0, 0, 0
```

So, that's how raster interrupts can help the game programmer. Over the next few months I'll demonstrate how you can add to this basic routine to place the current score/lives in the border, without affecting the main area. If there's anything you want covered in a future column, please write to: Professor Brian Shain, **COMPUTER FORCE**, Impact Magazines, Building, Sherapark, SY3 1JW. Until next month, goodbye from the Guru!



CUSTER

C64  
SPC  
CPC



HUNTERS MOON

C64  
ST



LETHAL FURY

C64  
ST



HIGH ROAD

C64  
SPC  
CPC



SWIV

C64  
SPC  
CPC  
ST  
AG



APOCALYPSE

C64  
SPC  
CPC



BLACKDOWN

C64  
SPC  
CPC  
ST  
AG



GHOULS 'N' GHOSTS

C64  
SPC  
CPC  
ST  
AG



ROCK 'N' ROLL

C64  
SPC  
CPC  
ST  
AG



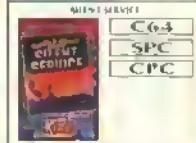
NIGHTMARE

C64  
SPC  
CPC



MYST

C64  
SPC  
CPC



ALIEN ESCAPE

C64  
SPC  
CPC



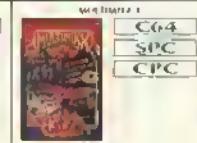
DOOM

C64  
SPC  
CPC  
ST  
AG  
PC#



SUMMER CAMP

C64



ALIEN ESCAPE 2

C64  
SPC  
CPC



ALIEN ESCAPE 3

C64  
SPC  
CPC



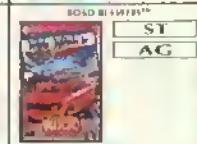
LEMMINGS

C64  
SPC  
CPC  
ST  
AG



ACTION FIGHTER

C64  
SPC  
CPC  
ST  
AG  
PC#



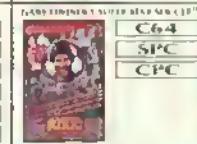
ROAD BLASTERS

ST  
AG



BLASPHEMOUS

C64  
SPC  
CPC  
ST  
AG



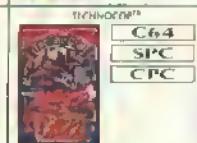
GRAND THEFT AUTO: VICE CITY

C64  
SPC  
CPC



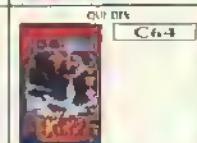
OUT OF SPACE

C64  
SPC  
CPC  
ST  
AG



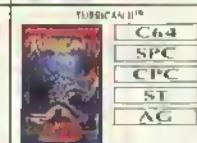
TECHNO-DEJA VU

C64  
SPC  
CPC



OUT OF SPACE

C64



TUBEMAN

C64  
SPC  
CPC  
ST  
AG



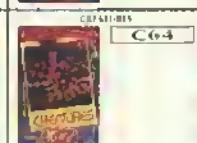
HAVOC

C64



CARNIVAL RANSOM

ST  
AG  
PC



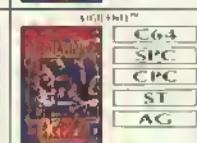
CARNIVAL RANSOM

C64



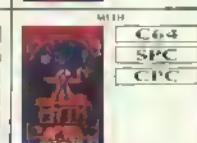
MUD WALKER

C64  
SPC  
CPC  
ST  
AG



SHREDDER

C64  
SPC  
CPC  
ST  
AG



MAZE

C64  
SPC  
CPC



STRIDER II

C64  
SPC  
CPC  
ST  
AG



WHITE DEATH

ST  
AG



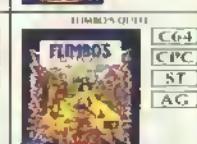
STRIDER II

ST  
AG



MAZE

ST  
AG  
PC#



FLIMDOS

C64  
CPC  
ST  
AG



CALIFORNIA GAMES

ST  
AG  
PC#



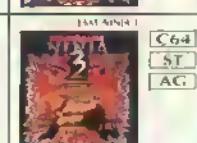
BROTHER'S KEEPER

ST  
AG  
PC



BROTHER'S KEEPER

ST  
AG



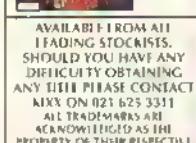
EAST AFRICA

C64  
ST  
AG



MICROPROSE SOCCER

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SPC  
CPC  
ST  
AG



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PANZER BUSTING

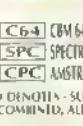
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The **co4** epic —

# COMMODORE FORCE



## WHO DID WHAT?

**ZAP!** 64 and **COMMODORE** **FORCE** have had hundreds of people working on them one form or another during the years. Although we'd like to list everybody who's ever worked on **the mag**, the credentials would

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Assistant Art Ed, Senior Designer	● Wayne Allen [Illustrator, Designer]
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Writer	● Yvonne Priest [Assistant Writer]
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Editor	● Features Editor
Editor	● Adrian Pitt [Staff Writer]
Editor	● Julian Rignall [Staff Writer, Deputy Editor, Editor]
Editor	● James Price [Staff Writer]
Editor	● Deputy Editor, Acting Editor

just go on and on. Of course, all departments, whether production, reprographics or advertising, are important, but in the end, you — the reader — only get to look at and read the mag. So, being on the editorial team ourselves, we've decided to list all the people who have either written or designed ZZAP! 64/COMODORE FORCE since the beginning. For our job security, the daunting big bosses are included here.

## **GOLD STANDARD**



Every Gold Medal  
awarded—Inside!

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卷之三

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AUGUST 2000 VOL 28 / NO 8

OUT OF SIGHT

## CAUSE FOR CELEBRATION

# Lloyd Mangrum Loot's Last Manogram

Look Inside  
**PULL-OUT  
SPECIAL**

# ZOMBIE THE GARDEN



# THALAMUS

Or all the games reviewed in ZZAP! over the years, the following titles received the awe-inspiring ZZAP! Gold Medal Award. Originally an accolade bestowed upon software rated 97% and above, it was changed to 96% after feedback from readers suggested the 97% minimum was a little too harsh. Although its usage was discontinued after the appearance of COMMODORE FORCE, the weight it carries as a recommendation still stands. Ironically, there's only been one gone reviewed in the past ten issues that would have

## **Gold Standard**



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## Before the Force

shelves to  
meet a  
tremendous  
response. Ten issues later and  
we're still going strong, with num-  
erous amounts of readers provin-  
g that the world of the '94 is still very  
much alive and kicking.

Of course, much of the exposure

Of course, much of the exposure would never have been exposed if it wasn't for the one magazine that has now become a milestones - ZZAP!64. So maxi-mes, you're just flicking through a back issue of the latest COMMODORE FORCE, stop and think. Not only is it the best mag for C64 users, it's also the most experienced. And now, there's nothing more to say than... happy birthday ZZAP!64 (oh, and COMMODORE FORCE too).

... the Amiga was born. The Amiga was a sensible idea — the Amiga was only just coming into the height and looked to be a natural upgrade from the C64. There was an obvious change in the title to "ZAP" (AMIGA), and this ran for twenty issues. The devs decided to play it safe with the Commodore GS which soon bombed due to its poor software support. Amiga coverage eventually took a back seat in Issue 74 so that ZZAP! 64 was, again, 100% C64 dedicated. Of course, our sister mag wasn't even a gleam in our publishers' eye back then, but at that point, ZZAP! was back on track with the 64.

BLACK & DECKER



## THE FAMILY ALBUM

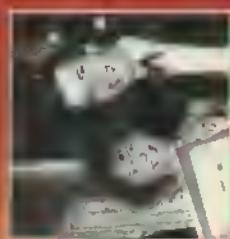
These are the pictures they tried to ban — the ZZAP management play with a few old faces



Francesco Fray  
Galleria Specieum...



▲ The old ZZAP! Editorial offices before the move...



#### 4. *On all the old Tzara etwards a return*

—**Q.** What's a feature on the history of a company — or industry, anything — usually called? — **A.** Amiga. — **Q.** Amiga, usually took a cue '74 so that again, 100%. — **Q.** Of course, it wasn't even a publisher's eye at that point, as back on the 64

# ZZAP! A CAUSE FOR CELEBRATION



## M

ay 1985, and Britain was Britain as usual. Politics were still being talked, money played its familiar, important role, and religion still dictated the way of life for millions worldwide.

But although life seemed to

continue to revolve in a

continuing circle, there were

many — seemingly

insignificant — revolutionary

happenings.

At the time, the subject of

computers and video

games was hardly a topic

for dinner party

discussions — in fact,

nobody could have really

expected the widespread growth

of the computer industry as a

fast-growing source of

entertainment. Most machines

(such as the Atari VCS, or the

early ZX machines) didn't have

the power to sufficiently

impress, the first

computers were basic

and sadly primitive in

their design. Subsequent

to the launch of the

Spectrum and C64,

things changed. Inevitably,

Sinclair got it right.

Commodore's insistence on portraying the C64

as 'more than a games machine'

almost led to an early

death for such a

promising piece of

games hardware.

Eventually, things began

to take off, and the only

thing that the

Commodore lacked was

decent magazine

coverage. Early computer

titles — with few

exceptions — were jargon-

filled and not as easily

accessible as recent

publications; the scant

games coverage and

emphasis on 'serious'

software a definite turn-

off to a fair few C64 owners. So

was that an opportune moment

for an interesting, well-written

and — above all — games-

orientated magazine to hit the

market?

You bet your shoes it was.

## All systems go

Having already launched the

Spectrum magazine CRASH, to

fantastic response from the

growing software industry and

buying readers alike, Roger

Kean, Oliver Frey and Franco

Frey and a talented editorial

team started a new C64 project.

Originally, it was to be called

Spirits and Sound, but a last

minute change of heart lead to

the name ZZAP! 64 —

eventually, the first issues hit

the newsstands. The initial

group of writers consisted of

Chris Anderson (who's he?),

Mark Casswell? Writers for

ZZAP! — as a rule — were

talented and much

thought-after journalists.

Gary Pern, Julian Rignell and

Bob Wade.

Issue Three saw the departure

of Chris Anderson and Bob

Wade — both couldn't

accompany the magazine in its

move to sunny Ludlow. It was

at this point (well, Issue Four)

that I (Lloyd) joined, having

worked on CRASH since the

beginning. No stranger to the

world of computer journalism

(or working for peanuts, for that

matter), I'd write various

articles before I eventually took

the reins of the letter page...  
ZZAP! has seen many editors, art

editors, staff writers — many

have moved on to pastures

new or, occasionally, to black

voids from which they've never

returned. Whatever did happen

to Mark Casswell? Writers for

ZZAP! — as a rule — were

talented and much

thought-after journalists.

The new  
age...

As ZZAP! continued through

its eightieth issue end

beyond, it had changed into

a magazine almost

unrecognisable from its

original form. Although it

still catered for C64 users,

it had changed in so many

ways — its full-colour

pages and 'megab' tapes

being notable examples

of just how different it

was. However, after the

results of ZZAP! last

reader survey had been

collated, it was decided that,

although readers were happy

with ZZAP!, it was time for a

change. COMMODORE

FORCE — incorporating

ZZAP! 64 — was born.

The name placed Britain's



**In the beginning  
of time there was  
darkness. There  
was no light, no  
life to speak of.  
If you think there  
are too few  
games releases  
these days, just  
think what it was  
like back then!  
Anyway, after  
the world  
appeared and  
went through all  
that tiresome  
evolution  
business and  
stuff, something  
wonderful  
happened. That's  
right — ZZAP!  
64 was  
launched.**

## Unforgettable figures

W

ho could forget Scorelord, the

ultimate gamesplayer who set the high

score standards and dared

everyone to challenge them?

People died out of course.

Everyone mere mortal would

succumb to the talents of the Lord

of scores in the end. He's just one

of the many figures to have

appeared over the years. The

legendary Rockford and Thongy

— two computer game

characters — became cult figures

with their humorous antics in

ZZAP!'s page margins. Amazingly

enough, many readers wrote

to ZZAP! to say

they wanted

more of them.

It's a

fact.

</div



# BATMAN REBORN

Game programming is often a tedious affair; the endless hours of codes, coffee and 'stack errors' become a little too oppressive after too many late nights. Apparently, bearing this in mind, the Dentons might want an holiday. When they returned, Roy Cannon decided that Behravesh could take a hike this month, and he'd tell the world about his vacation instead. Never fail to restrict creativity, we let him relate his tale...

edo, or a rather naff pop  
ular sure? Still, the fact re  
mains that it's a summer holiday, all  
the more so when it's well



# URNING!

the gentle hands of serendipity and the seagulls serenade each soul that comes to experience its pleasures. Yes indeed.

A squall gathered to the east and moved so rapidly towards us that I found myself leaning backwards, almost falling as I watched it approach. The grey blanket of cloud contorted, it's litherness hinting at the power locked within it, and passed above us to sit like some fearsome succubus upon our hearts. For a few short moments, beneath that dread veil, we stood silenced by its majesty — then the rain fell. A tsunami of water thrashed at us, bending our heads to the ground where puddles formed instantly, merged in seconds and soon formed a boiling, frothing lake as far as the eye could see. We stood shocked, soaking, all conscious thought driven from our heads by the noise that could have been some unabating explosion or perhaps even Armageddon itself.

Meanwhile, back in reality, it was your average sort of not very nice but not terribly nasty day. The sun shone when it could be bothered and didn't when it didn't, the clouds lightened and darkened for similar reasons and fortunately the ground was content to just lie there and not do much at all.

## Too see the sea...

The seaside can be a pretty interesting place after you've passed the boredom threshold and gone beyond the apex of ennui. Suddenly, even disgusting black seaweed seems interesting. Picking it up and chasing someone for half a mile down the beach seems like a really fun thing to do — even if you hate the touch of the stuff, and the person trying to escape couldn't care less if you rammed it down their throats. Still, you have to

laugh, don't you? Crabs are a real hoot too — I spent a good half an hour watching one make it's slow, stately progress into the water before

someone kindly pointed out that it was dead. Some people are just spoil sports.

The major drawback with a day out at the beach is — of course — sand in your socks, shoes, hair, butties, ears, nose, eyes, lungs, lower intestine, spleen, veins, synapses, sinuses, sub-glutinous tissues, major arteries and, most terrifying of all, underpants.

Inevitably, someone suggested a game of frisby. Yawn! I pointed out that we didn't have a frisby, which was a bit of a mistake, because then we had to find one — I reckon we probably could have got away with a game of 'invisible' frisby. A few hundred or so shops later, we found one within our price range (50p) and made our way back four miles to the beach. I reckoned it'd take everyone about 10 minutes to realise just what a tedious thing frisby throwing is, but overestimated by a factor of 10 or so. The petulance started almost immediately. 'You're crap', 'The wind blew it off course', 'I'm not going to get that', 'This frisby is no good', were familiar battle cries for as long as the game lasted. Almost exactly 50 seconds after we'd begun, an equine came into the equation. We all stood around a small, circular piece of blue plastic lying in what is best called a steaming mass,

wondering about the sagacity of playing near the donkey trail. No-one was too intent on rescuing the frisby, and I thought that was that. Someone suggested buying another frisby and was comprehensively glowered at. Then, in a moment of misunderstood sarcasm, I proposed a game of French cricket. To my dismay this was heralded as a cataclysmically brilliant idea and with a budget we were off round the shops again. Luckily, (for me, anyway) £2 won't buy you even the most pathetic cricket bat and ball. I tried to hide my gnn as we all sat on a wall outside Woolworth's, pondering inflation and getting all morose about how things had changed since we were kids. Fish and Chips. It's got to be really. You may fancy a pizza or a burger but you've got to have Fish and Chips (and no, you can't have a pasty!). As an extra special treat (and because we were all cold and tired by now) we went to one of those places where you sit down to eat your fish and chips. The one we discovered was called something really witty — 'Seaside Plaice'. It was perfect — green

and white plastic table-cloths, dirty cutlery, clogged salt and pepper pots, food stained menus and a waitress who exuded loathing for us tourists with a reassuring intensity. The fish was full of bones, the chips were cold, soggy and very artificially spread across the plate to give the impression that there was more than half a dozen of them. There was ample butter on the bread but unfortunately it only covered a very small area and resisted all attempts to spread it. Consequently we each got four mouthfuls of dry bread and one sickening mouthful of pure fat. The tea looked fairly nice but no-one dared risk putting their lips to the mugs, not knowing how close the nearest hospital was and whether you could bleed to death through your lips. Still, it made the cold world seem better when we made it out. Which, I'm sure, we only just managed — the waitress was holding a large knife as we paid the bill and there was a glazed look in her eyes. We left a sizable tip bargaining on the fact that we'd probably get out alive as long as we ran like hell whilst she fumbled around in the till.

## In search of amusement(s)...

To the beach or to the amusement arcade? It was a tough decision — the beach was free and the amusement arcade wasn't. It started to spit so we plumped for the amusement arcade. First port of call for me was the Penny Falls — or the 'Pennies Completely Defy Gravity', as they should be more accurately named. Someone dragged me off then when I started running and threatened to break into another quid in my vain attempts to get any to fall. 'Just one', I cried. 'I'll just one falls, I'll stop. They move, why don't they fall?'. I'd barely taken two steps away from the machine when there was an amazing clatter, and I turned back stunned to see a little old lady casually stuffing her pockets with the pennies I'd been inadvertently priming for her. Bah. Skeet shooting next. Ten pence to point a lump of wood (that would almost resemble a shotgun if it wasn't the celo tape and the 45 degree kink halfway along) at a barely perceptible glow on a section of cloth painted with green things which were, presumably, meant to be trees. The large, red LEDs seemed to indicate I'd scored 175 points and, as a test, I parted with another 10p and scored 175 without even lifting the gun. Hmmm. All this time, calling to us silently but irresistibly, were the bingo seals all down one wall. We knew that the prizes were worth less than the entry charge, we knew we had minimal chance against the expert grannies, we even knew that Bingo was probably the most facile form of entertainment thought up since fish massaging, yet we couldn't resist. 6 minutes 47 seconds later... who knows? I may have won if I hadn't been looking at my watch constantly. Afterwards, we were all 50p worse off but quite relieved we didn't have to spend the rest of the day carrying around a brass flower vase that could single-handedly spoil the decor of any room in any house on the planet.

We left the arcade and with a deep regret (that it hadn't happened much earlier?) we made our way back to the car. We had a game of count-the-coloured-cars which I — rather surprisingly — won with dark grey, when several Panzer divisions passed us going through the Mersey tunnel.

I went to bed tired but content (although I couldn't tell you why) and started dreaming about bits, bytes, pixels and the strange inhabitants of Gotham City...

# THE MAKING

After last month's instalment, our Dutch programming friends experienced a few problems. REMI EBUS reports...

BY REMI EBUS

IT'S BEEN A while of COMMODORE

and the team's first

biggest challenge

was to get the

team together again

and to start work

on the game.

Going to

major

activity,

game; several puzzles

and phone calls re-



# OF Lemmings



Well, that's it for Lemmings this month. Jereon Tel was too busy working on his new CD (mentioned last issue) to contribute to this issue's diary — apparently, it's going to be excellent. That aside, there's great news for mouse owners — Lemmings will be compatible! According to Remi, it plays like a dream using one, although that's not to say it doesn't work well with your standard joystick. Until next month, then...

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# MANGRAM'S MAIL BAG

Hello everyone. It's a sun-bathed Ludlow from which I ply my trade this month. I, Lloyd Mangram, do extremely acknowledge that summer is over again upon us, bringing with it all that is normally associated with the holiday season. Unfortunately the growing feud between Chris and Miles over who's the rightful Tiber is creating an uncomfortable atmosphere. May I await further developments.

## HEAL THE WORLD

Dear Lloyd,

This is the first time I've sent you a letter but I want to send a message to the C64 users all over the world and the software houses: We love our C64. Stop trying to kill it off, because the C64 is the most popular computer in the world.

COMMODORE FORCE, continue your job. We are proud for you. I have almost 1000 games and utilities.

Hatzikiridkidis Karvalhos, Thessaloniki, Greece

• Hands across the ocean and all that. The Commodore will keep on going as long as there's people around to support it. We don't get all that many letters from the land of the Gods, so keep carrying the flag for us over your way, will you?

LM

## MORK AND MIDI

Dear LM,

Recently, I bought a C64 — and what a bargain it was too!

After years of craving for one (and having a go on a friend's machine), I finally got some cash together — lo and behold, I got a C64 and 70 games for £65 (if I was an unwell person, I would have just bought one game for a Nintendo).

I started getting your meg around May and I'd say it's spot on. Being new to the computer scene, it's helped me loads to buy the best games; I've had a great time with such games as *Flimbo's Quest*, *Rodland*, and *Creatures*, to name but a few — you know your stuff. I'm also enjoying *Back To The Feature* — it's nice to see those good old games of yester-year.

I'm a musical person and make up lots of different tunes, and I fancy trying to do music for computer games. I've got a keyboard with MIDI capabilities, but could you tell me what equipment I'd need to program music for the C64? My knowledge of programming is zero.

*Datei offer a C64 compatible midi interface — see their advertisement elsewhere this issue. They'll be able to tell you what you want to know.*

Is *Sensible Soccer* going to be released on the C64?

Now let's nip this little line of questioning in the bud. *Sensible Soccer* is NOT going to appear on the C64, did everyone hear that? Good.

**Matt Barron, Benwell, Newcastle**

• Congrats on resisting the hype and going for a friendly old C64. To get maximum enjoyment from it, be sure to keep reading COMMODORE FORCE — we're all professionals here, with years of gaming behind us. When it comes to rating games, you'd be hard-pushed to find a more accurate team. As for *Back To The Feature*; well it's proving to be



one of the most popular sections ever. Thanks go to James for that one 'cos it was his idea. (Okay Lloyd, I'll give you the liver later — James).

LM

## A BIG FRIENDLY NAME

Dear Lloyd,

Firstly I would like to say how great COMMODORE FORCE is, especially *Back To The Feature*. I've owned my C64 for about eight years now, and unfortunately have to agree about the low availability of most games. I was fortunate to pick up lots of old games from boot sales and second-hand shops, so I would urge people to visit them. But (this is where I bag), although I got *Jet Set Willy* for 50p, and *The Fourth Protocol* for 10p, they don't have the necessary codes, and instructions to play them — could you or your millions of readers possibly help?

Also, I've been trying to buy *The Bard's Tale 2* and *3* but Software City said it would be hard to obtain them — even from Electronic Arts (the original publishers — Ed). Could you please print EA's address? **Paul Mullen, Clydabank, Glasgow.**

• Unfortunately, copyright laws mean it's impossible to send you the instructions for the games you required. As for the Bard's Tale games, Electronic Arts can be contacted at: 90 Heron Drive, Langley, Berkshire SL3 8XP. Good luck!

LM



## ALL ABOUT ME

Dear Sir/Madam

I would like to congratulate you on the best magazine in the whole universe.

I would also like to say that I'm glad I've got a C64; the only thing going against it is the time it takes to load (but I'm getting a disk drive to speed things up).

I'm annoyed with Ocean giving up on the Commodore and cartridges. I have five carts: *Terminator 2*, *Robocop 2*, *Navy SEALs*, *Shadow of the Beast* and *Battle Command*. None of these are particularly good.

I got my Commodore for Christmas '91 after originally asking for a Sega Game Gear. I didn't know a thing about the C64 — in fact, I hadn't even heard of it before I'm glad I didn't get a Game Gear, though, because they're a rip-off. I used to have a Spectrum (don't laugh!) but now my sister uses it.

I've been getting every issue since ZZAP! 64 Issue 85. I look around my nearest newsagents to find it.

The only hardware I have is my C64, an Action Replay cart and defasette. After that long, boring letter (*Boring? Nonsense — LM*) I've some questions for you.

1) Have you got an idea what *Alien 3* is going to be like on the C64? I've played it on a Mega Drive and SNES and it's brilliant.

*C64 Alien 3 will be close (if not identical) to the Mega Drive version in terms of design.*

2) I've played on an Amiga and would like to buy one — do you think I should get one instead of a disk drive?

What sort of question is that to ask a C64 mag?

**Kavin Johnson, Romford, Essex**

**It's a shame about the failure of C64 cartridges but I can't agree with your opinion on *Battle Command*, *Robocop 2* and *Navy SEALs* — but I suppose it's all down to personal taste really. Still, the powers that be lay down the law, and all we mere mortals can do is put up with it. Sad but true.**

## WHERE ARE THEY NOW?

Dear Lloyd,

Back To The Feature is an excellent idea. I missed eighteen months' worth of issues — around the end of 1990 — and a complete year-by-year index would be brilliant (if ya fancy doing one). I've learned my lesson this time though; I'm subscribing!

I agree with John Kavanagh (Issue Six), though: I think the '64 still has a fair chance if the larger companies gave NEW cartridge-based games continued support. They're now here for the THIRD time and STILL haven't been established firmly — only Ocean has pushed them and now it seems they're just content to release normal games while programming the big Christmas releases (if there's going to be any!).

The blame must also lie with the big loss of creative programmers such as

Andy Braybrook, Archer Maclean, Martin Walker, Paul Woakes and others too numerous to mention (at least Chris Butler and the Darling brothers are still here). Right now, programmers are either cutting their teeth with their games, or wasting time trying to outdo Mega Drive software with more and more cute shoot-'em-ups. The *Creatures* games were brilliant but enough is enough; that genre is too easy to get sick of. We should be looking at brilliant '64-style games. By that, I mean forgetting other machines and seeing what can be done within the limits of the C64.

I'm thinking of *Psi Warrior*, *Paradroid*, *Uridium*, *Shadow Fire*, *Turrican 1* and *2*, all of which started life on the humble '64 but (in some cases) have now been converted UP to more powerful machines (*Armalyte* was derivative but wiped the floor with the licensed *R-Type*)

one printed in ZZAP! was blanked out!  
*Stay tuned.*

4) How about nudging one of the major companies to buy the licence to produce a *Crystal Maze* game, perhaps a cross between the Epyx sims and *Fun School*?

The Commodore version could be a blast on cartridge.

*We can only hope...*

5) Oli Frey will be pleased to hear that his *Street Fighter 2* cover was featured briefly on an Irish programme about computer games. I don't think the C64 has had this much exposure since Ms Whitaker out(jsl)ward from that Barbarian advert (nudge, nudge, wink, wink knowyourmean, say-no-more).

Also, Oli, congratulations on the marvellous artwork for Issue Six

*Yep, nice one Oli.*

6) It that really is you and not Steve Shields with a paper bag on his head? Why isn't your name on the list of staff writers? What with that

One of the best examples is the first *Speedball* on the Amiga. The arena was so large and players were so spread out that the game may as well have been an ice-skating simulation. On the humble '64 the players and court were no longer than three screens and what did you get? Fast, exciting action and a bitterly competitive game, in a single speedy load, surpassing the much improved Amiga *Speedball 2* by 2-3 years!

I'm sick of cutesy crap; there's already too much on the MD and let's not overrun the '64 with Seymour and Dizzy without a good balance of more ambitious software.

**Kenneth Henry, Enfield, Middlesex**

• Unfortunately, the green grass of hulking great profit margins is tempting top programmers away to pastures grazed by flocks of consoles. What's left, however, is a great opportunity for new talent to emerge with huge ready-made user base for support.

**LM**



**COMMODORE FORCE** team is identical to the **AMIGA FORCE** team.

Has this been the way since **AMIGA FORCE**'s launch? I remember in ZZAP! the crew complained of not having enough time in the month to prepare the magazine — so how on earth do you manage to put together two magazines now? Excessive amounts of caffeine? By the way, I didn't get a chance to look at the letters pages, but are you answering all things Amiga too?

Now some questions:

1) What on earth has happened to *Brides of Dracula*? Did it run into licensing problems with the recent film or is it being touched up to be released as a film licence?

The project was scrapped when someone realised the game was looking decidedly naff.

2) Will Phil be making a cameo return for the *Microprose Soccer Challenge*?

We asked him, but he scuttled off muttering something about a groin strain. Hmm...

3) Any chance of an ABC sales figure? The last

and the buttons they pay you — you should join e union!

*I'd have a little glance at that list if I were you.*

Thanks for the five pages of letter-bliss in **COMMODORE FORCE** Issue Six. Here's to many more months of curious queries, unusual anecdotes and Wet Kippers.

**Derek Scally, The Banned Brain, Raheny, Dublin 15**

• *Their secret's out! The COMMODORE FORCE gang do supplement their meagre incomes by moonlighting on **AMIGA FORCE**, but it's for purely fiscal reasons — honest! And they're such busy, workaholic beavers it's untrue. As for the letters, **AMIGA FORCE** mail is dealt with by none other than Phil King. For your investigative work beyond the call of duty, a mystery prize (there it is again!) is winging its merry way to you.*

**LM**

## THE GOOD OLI DAYS

Dear Mr Lloyd,  
I've been buying it since the very first issue and been reading each from cover to cover. It is only recently, however, that I realised your magazine concerns a computer. I was under the impression that it was a monthly publication for fans of the esteemed musical group the Commodores. I was amazed when I picked up Issue One; I couldn't believe someone had actually seen sense and produced a magazine for the finest artists yet — or so I thought. I was under the impression that Lemmings (on the front cover) was some new song the Commodores were working on. Imagine my dismay when not one article in the entire mag was about the band. As for the poster — I was devastated, no group poses or anything! I believe you have a responsibility to the public and that the title COMMODORE FORCE is very misleading. Therefore, I propose you change the name to 'THIS IS FOR USERS OF THE COMMODORE '64 HOME COMPUTER'. As for FORCE, where did that come from? Are you related to Parcel Force? My nephew works for them. Perhaps you know him?

Please, even if you don't give full coverage to the



## BUT WHAT ABOUT THE SID CHIP?

Dear Mr Lloyd,

I've been rather confused lately about your magazine. I've been buying it since the very first issue and been reading each from cover to cover. It is only recently, however, that I realised your magazine concerns a computer. I was under the impression that it was a monthly publication for fans of the esteemed musical group the Commodores. I was amazed when I picked up Issue One; I couldn't believe someone had actually seen sense and produced a magazine for the finest artists yet — or so I thought. I was under the impression that Lemmings (on the front cover) was some new song the Commodores were working on. Imagine my dismay when not one article in the entire mag was about the band. As for the poster — I was devastated, no group poses or anything! I believe you have a responsibility to the public and that the title COMMODORE FORCE is very misleading. Therefore, I propose you change the name to 'THIS IS FOR USERS OF THE COMMODORE '64 HOME COMPUTER'. As for FORCE, where did that come from? Are you related to Parcel Force? My nephew works for them. Perhaps you know him?

Please, even if you don't give full coverage to the

Commodores, could you include a pull-out special on them?

Peter Lush,  
Planet Distant

You mean it's not a magazine dedicated to the Commodores? Oh no — I've been duped. I should never have trusted that dastard Hayward and his cunning ways. Oooh, I'm so angry I could spit. I wondered why people spent so much time playing games in the office.

LM

So another batch of letters takes a flight, how as that big old switch comes down on my pages once more. A fair portion of them go to all who've taken the time to write in. To share your opinions, and perhaps win that elusive mystery prize, bring pen into contact with paper and address the result to Mr. Lloyd's Millions COMMODORE FORCE, Imp and Mortise, Ludlow, Shropshire SY8 1JW.

TILL NEXT MONTH...

## SNIPS SHAVEN SHARDS OF SCINTILLATING SILLYNESS

John Richardson, Wiltshire





# SCEPTRE ON

After noting criticism of his initial version of *Scorpion of Sagabed*, Jon Wells decided to remake and improve it. However, in a strange marketing move, he forgot to add emphasis to the title by putting 'Turbo' or 'Championship Edition' after it (as with *Street Fighter 3*). It worked for Capcom, so why not Psygnosis? Can this version survive without it? JAMES 'SHEIK IT' PRICE tells all...

• Psytronik, £3.99  
Cassette / Disk

A dense, abstract pattern composed of a grid of small, multi-colored rectangles. The colors include shades of red, orange, yellow, and green. A prominent vertical column of larger, more complex shapes runs through the center of the grid. The overall effect is a vibrant, textured abstract design.

## Justified and ancient?

# JAMES 72

# MILES!

• *Sceptre* seems to have been bouncing around in various guises for eons now — yet another 'couped up' version throws itself pleadingly into our laps. Unfortunately it still manages to miss the mark in much the same way as before. It's too small, puzzles are still unsatisfactory in their structure and consequently completion of a section gives more a sense of relief than satisfaction. Cosmetic changes consist of improved sound and a new main sprite that's actually far less attractive than the original. Even so, you might like it if you're utterly Dizzy wizzy, but it's very dated fare.

629



by the Calif. posture, the air of a  
"We're taking the



# IBAGHDAD

• The scroll. As far as we could see, there's no use for this. Are we wrong?

• A typical demon. These can be avoided or, even better, shot. 'Evo some, Mr Nacite!

• The Caliph. He's changed from being a fat turban dude, to a thin turban dude. Not that it changes much...

• Sceptre I isn't sound-making...



## A TALL ORDER...

So, after reading all this, you'll be wondering where you can get your hands on *Sceptre*. Well, if you're going down to your local computer shop, you've got no chance. If you're online, send a fax to Psytronik Software, 100 Station Road, Droitwich, Worcs. DY1 1QH, remembering to

## GAME WARNING

■ PRESENTATION ■  
INTRO AND END SEQUENCE, OPTION SCREENS.

■ GRAPHICS ■  
GREAT BACKGROUNDS, AVERAGE SPRITES

■ SOUND ■  
HUM-WORKIN' AKO WELL THOUGHT-OUT

■ HOOKABILITY ■  
THIS GAME IS INITIALLY PLEASING

■ LASTABILITY ■  
ONE RESTART POINT, REPETITIVE PUZZLES

79%

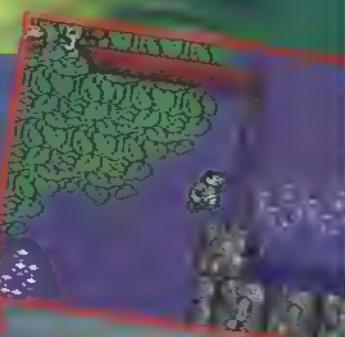
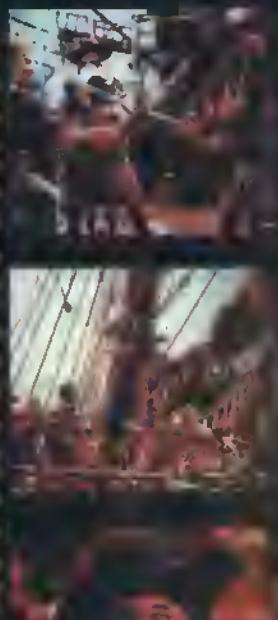
78%

89%

88%

62%

FORCE FACTOR 67%



### • To the Hilt

**Capcom, £31.99**  
Cassette

**The loss of a childhood is never easy to come to terms with, and flying is just as disorientating.**  
**JAMES 'TWINKLING BELL' PRICE leaps from a window and tries to grow up...**

When I was younger, I always wanted to be older. I'd look at grown-ups and it'd always seem as if they knew what to do in any given scenario. I doubt I'd have been in such a hurry to mature if I'd known how complicated things would become, and that my adult life (or at least to date) would be a constant tale of ad-Hobing.

However, Peter Pan was the boy who never grew up. No longing for parties, relationships and other adult-oriented adult madness for him, he was quite content in Never Never Land. Or at

## CHRIS!

• Different styles of play and colourful graphics definitely make *Hook* something special, but as James said, the multiload is a killer. Having to reload sections becomes quite arduous, especially if you've slogged away to reach later levels.

The animation of Pan is also crude, as if rigor mortis has just set in. His fighting technique is just as dismal — his arm feebly extends clutching what's supposed to be a sword. On a high note (a D major I reckon), enemies are nice and varied: monkeys throw bananas, snakes rasp out from trees, making exploration a little more interesting. At the end of the day it's up to you. If you like platform games but have an aversion to multiloads you're in a bit of a fix, but as far as I'm concerned: he who waits, plays a good game.

76%

least, so it seemed. Stephen Spielberg's disastrous continuation of Pan's story was a box-office flop; it also saw an aged, yuppie Pan, living a normal human life (whatever that may be). *Hook*'s C64 manual is particularly brief in its telling of the plot. It reads (in its entirety) as follows: "Peter Banning is a respectable, hard-working married man with two children — but he is a man with a long-forgotten past which has come back to haunt him... he was Peter Pan!" It continues: "Peter Banning's children have been kidnapped by his old adversary, Captain Hook and Peter must travel to Neverland to rescue them and recapture his lost youth along the way." Fairly basic stuff, yes?

Well that's padded the review out a bit — perhaps I'd better say something about the game. *Hook* on the '64 is a multi-level affair with many varied gamestyles. For example, there are beat-'em up



...  
hate  
load  
Ho

# OK

sections, an into-the-screen flying level and a large amount of platform collect-em-up areas.

Hook's presentation is excellent, the graphics well-defined and colourful (in a cartoonish sort of way). Even the cheery but irritating tunes don't grate to the extent that speakers are smashed and volume switches tweaked in an 'off' fashion.

## Hook, line, and sinker

Platform sections are the game's main element. Wandering around the bright levels, there are various objects to be collected before Pan can make his way to the exit and indeed, exit. In-keeping with tradition, progress

is hindered by assorted nasties, contact with which drains Pan's limited energy supply. However, he's an agile sprite, capable of leaping from ladder to platform to rope with the greatest of ease. The swimming areas see Pan — predictably — swimming, with objects to collect and creatures to avoid. In fact, all of the levels are fun to play, good to look at and technically sound.

But, to coin a tangled phrase, every silver lining has its cloud. Hook's multi-load is possibly one of the worst I've come across — even the disk version we received for its original full price review is difficult to get to grips with. It's a shame (and also ironic) that Hook's incredible amount of detail

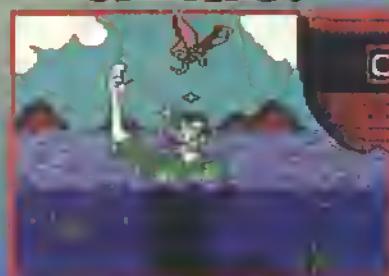
● While the platform may look safe, it sinks when jumped upon.



PIRATE FOREST

is also its downfall; all those admirable extras extend loading time. So what conclusion is there to be drawn from this? It's a fun game to play, with lots to do and see, but can you stand the waiting? Basically, if you hate multi-loads, avoid Hook like the plague. On the other hand, if you're willing to ignore all the time spent on tape accessing, you could buy a lot worse.

**JAMES! 70%**



● After being made to walk the plank, Pan is rescued... good ol' Tinkerbell!

**GALE WARNING**



**FORCE FACTOR**

• **Zeppelin, ETBA**

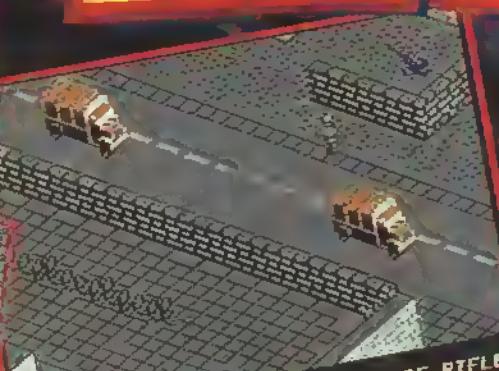
Tom's a very popular number! People have ten toes, James has ten girlfriends and Wimbledon FC usually finish their matches with ten players — apparently. MILES 'TWO SHORT OF A DOZEN' GUTTERY gets a banner from Zeppelin...

**T**he game is set in a dark, atmospheric castle. You play as a knight who has to rescue a princess from a dragon. The castle is filled with various rooms and rooms, and you have to navigate through them to reach the princess. The graphics are quite good, with detailed backgrounds and characters. The controls are responsive, and the game is quite challenging. Overall, it's a fun game that's worth playing.

**ARNIE**

• Storming in with some good old-fashioned bloodlust comes *Arnie* (great title, eh!). You're one man against an army, striding purposefully around the isometric play area, blasting all and sundry, collecting better weapons and it's actually rather good. *Arnies* nothing particularly innovative, although the viewpoint isn't seen all that often in this type of game. Simple, mindless, and probably the best game in the pack.

89%

**CAW MACH**

885780

HOTLINE AR.15 RIFLE

**SLEEPWALKER**

• Not to be confused with Ocean's Comic Relief licence, Zeppelin's *Sleepwalker* is a similar idea, viewed from a different angle. In this, you nudge the sleepwalking Uncle Silas around his mansion and back to bed while getting rid of all the dangerous objects which could wake him up. Short term amusement's generated simply by watching your character getting flattened, blown up and electrocuted for the cause. The let down is the way Uncle C frequently refuses to go in the direction you want and no amount of shoving seems to change his mind, leading to boredom and frustration. Despite this, there's a playable game in there — with perseverance you might find it.

72%

**NEIGHBOURS**

• This curious license it's an even curioser game. It's an isometric 3D racer — of all things — with four characters from the prog (well, actually not 'cos they've all since left) speeding around Ramsay Street on skateboards, go-karts and whatever else they can lay their hands on. No teenage problems or parent/son/daughter confrontations in sight — just an adequate compilation filler.

60%

**BOB SQUAD**

• Nice cute little graphics don't prepare you for an extremely difficult platformer which allows little margin for error. The main character's a cheerful and superbly-animated little blob who spends most of his time with a spike wedged firmly up his bottom. There's fastability aplenty but patience is required — you really have to feel your way along slowly to avoid a sticky and debilitating end. There's enough in *Bob Squad*, however, to keep you at it for some time — just keep plenty of throwable objects to hand ...

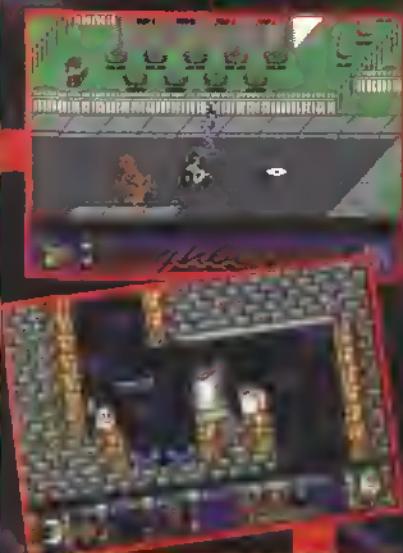
78%

**TITANIC BLINKY**

• The ghostly's second appearance on the comp, eh? Well how does he fair this time, I wonder. And... YES — he can now change direction while jumping, but, oh dear! The other game's one fault has been corrected, yet they don't seem to have included many of its good points either. *Titanic Blinky* is by no means dire, but the graphics have a wishy-washy feel and Blinky seems to have lost most of his character. Never mind....

50%

# ES INE



## BLINKY'S SCARY SCHOOL

First out of the stalls comes Blinky — a little ghost with big problems. The game's a fairly standard platformer given a little extra polish by some nice graphics and decent toons. There's objects to find, puzzles to solve and one big let down. Had Blinky been able to change direction in mid-jump we'd have a highly-playable cartoon cuttin' on our hands. As it is, progress is just too irksome to keep you interested. Silly him!

70%

## DOC CROC'S OUTRAGEOUS ADVENTURES

Doc Croc's is basically a mish-mash of various platform levels broken up by tedious sub-games that wouldn't tax a moderately well-disposed squid. Platform sections are for too cramped, making avoidance of nasties a laboriously difficult chore. The 'Round The Bend' licence seems very apt indeed. Perhaps Zeppelin knew what they were doing all along — but I doubt it.

42%

## EDD THE DUCK

Edd The Duck's a shameless clone of the infinitely-superior Rainbow Islands, in which you make your way to the top of each colourful, vertically-scrolling level collecting stars on the way. A potentially fun game, Edd's let down by the mischievous mallard's limited jumping ability. A single strength of leap and slow scrolling leads to all-too-frequent collisions with unseen baddies from above. More often than not you've no chance of evasive action. Edd The Duck will soon end up gathering dust due to lack of playability.

42%

## FIST FIGHTER

Aye, aye — duffer alert! Here's a game that's utterly down in the dizzy depths of awfulness. One-on-one beat-'em-ups are something that have been around for a while now. Some are old, some are new, some are great and most aren't. Fist Fighter's featureless, blocky characters lumber around like goldfish in treacle and all-too-often flatly refuse to execute their moves — and when they do, you wonder whether it was worth the effort. The only reason this one will ever be loaded a second time is to see if it really was that bad.

25%



SCORE 00002  
TIME 0190  
PUBLISHED PRICES 00  
RESTORED 00%

## ARNIE 2

After the spanky first instalment, Arnies 2 should have been something to look out for. Its programmers have gone for a similar viewpoint to the first game but with smaller sprites allowing more on-screen action. There's also more detail in the graphics, but gameplay is

hopelessly stunted. Unresponsive controls and the sprites' inability to move behind objects makes for unsatisfactory play and frustration when you get trapped in a corner. A big let down.

49%



MILES! 78%

# BACK TO THE

As we see it, 1988 was possibly the C64's finest hour where quality releases were concerned. Coin-op conversions and movie licences were becoming a way of life, and, while the Amiga charmed its growing followers with cosmetic wonder, the C64 still delivered playability by the bucketload. **JAMES NOSTALGIC PRICE** reports.



**C**ombat School is an arcade machine I've not had the pleasure (or otherwise) of being acquainted with. Its C64 incarnation was, apparently, an admirable conversion. Released at the beginning of '88, its detailed graphics and general cosmetic excellence managed to hide its lack of playability. Why? Because, in *Combat School*, completion of most levels required eye-watering amounts of joystick wagging. There was the occasional splash of variety; the penultimate level was a beat-'em-up involving you and your instructor, not to mention the shooting gallery sections that reared their heads along the way. Yet, as a whole, the game didn't glue — you could see yourself putting the odd 20 pence into the arcade machine, but buying it as a full-price piece of software? Even its simultaneous two-player mode didn't lift it above the average murk of mediocrity.



## Combat School

Driller

Jack the Nipper 2

Mask

Tetris

## Ocean

Incentive

Gremlin

Gremlin

Mirrorsoft

91%

96%

72%

63%

94%

58%

84%

70%

56%

94%

1/10

6/10

1/10

1/10

5/10



Incentive's *Driller*, on the other hand, was an altogether innovative development. After years of hard work, Incentive managed to program a system — known as Freescape — that allows the construction of solid three-dimensional worlds or areas. *Driller* was the first of several games to be put together using Freescape; not surprisingly, it was the lesser of the earlies. At first, it met with massive critical acclaim — it amazed almost everyone with its non-linear gameplay and, of course, stunning usage of solid 3D. After a while though, the novelty began to wear off, and most of its fans began to lust after the one thing it lacked — speed. Later Freescape releases were to provide this — well, more than *Driller* anyway — but it certainly moved the metaphorical goalposts where people's newfound expectations were concerned. Any programmer (striker?) hoping to score with a 3D hit would have one difficult task on their hands...

A less earth-shattering release in the traditional platform mould, was Gremlin's *Jack the Nipper 2*. Whereas its predecessor had led (and partially succeeded) in offering something new, *Nipper 2* was a basic platform game. Granted, the 'naughty tricks' that made the original so amusing were still incorporated, but only a few of them. They were far too obscure as well; their solving was generally through trial and error.

Unusually, the game was still fun to play — in a load-it-up-for-a-quick-bash kind of way. These days, I doubt its hypothetical reception would be too hot; it was fun at the time, but ultimately outdated by recent efforts — *Sleepwalker* being a classic example.

The gun and its owner, supposedly the stars of *The Vindicator*. Advertising, eh? Isn't it clever...

phenomenal. What's more, once you'd finally gotten past it, the subsequent two levels proved to be insipid to say the least. In terms of basic looks and sounds, it provided a more-than-adequate amount of goodies. Sadly, it's unlikely to look back.

## A-maze-ing sequel?

**B**oredom. It's a word I usually associate, where computer software is concerned, with maze games. *The Vindicator* — supposedly a follow-up to *Green Beret* — had a large first level that was no joyz — a mazebreaker game. The rest was

# FEATURE

**MASK TWO TWO**  
Gremlin also released another above-average (but ultimately forgettable) game around this time — the toy licence, *Mask*. Including the Hasbro characters in a plan-view arcade adventure/shoot-'em-up worked well: *Mask*'s graphics, gameplay and presentation were all of an adequately high standard. Unfortunately, it became all-too tiresome after extended play and, in essence, could be summed up with the classic line: 'Close, but no cigar'.

**Tetris**. It's a name that almost everyone's aware of these days. Its conversion to the Game Boy and dozens of other computer formats (too numerous to mention) has almost guaranteed it 'classic' status. *Tetris* demonstrates (and pretty much proves) the theory that no amount of complexities or superficial extras can replace the all-important aspect of computer software — playability. Its C64 incarnation was (and still is) just as much fun as the others. I think that's all that needs to be said, really.

## On the other hand...

From one extreme to another, *Trantor* was particularly disappointing. Early screenshots of large, well-defined sprites and the promise of fast-moving gameplay proved to be misleading; its final finished form was repetitive and uninspiring. *Trantor*'s only marginally impressive aspect was the hero's flamethrower — this could be used to destroy the energy-draining, 'things' that floated aimlessly around the game's corridors.



• The timer shows how long *Trantor*'s got before he explodes. What joy! Hurry up!

Of the four noteworthy soccer releases that graced the '84-'88, *Match Day 2* was my least favourite. John Ritman and Berndi Drummond produced the Spectrum version; it was almost universally regarded as the best soccer game seen on the format. John

Darnell engineered an almost perfect conversion to the '84. Unfortunately, the one thing he couldn't duplicate was arguably the most essential ingredient — the speed. Okay, so the tactics and clever plays were all still part of the game, but moving at such a slow pace, these lost (or so I felt) their previous charm.



Speaking of charm, CRL's *Ninja Hamster* was practically devoid of any. Despite 'cutesy' graphics and a novel (read 'stupid') plot, it was still a laughably poor attempt at producing a different kind of beat-'em-up. It's great to see some originality — I trace element or not — but *Ninja Hamster* was just plain dire.

Of the many arcade conversions that appeared throughout the year, *720* was one of the most accomplished. The plot was, in keeping with arcade tradition, almost obscenely shallow, and the basic aim of the game was to skate around — you've guessed it — Skate City, accumulating points and collecting cash. With cash, you could buy various add-ons for your character; from pads to help lessen the impact of falls, to better boards for better stunts, you could buy, abuse and use to your heart's content. Also (and more importantly) it could be used to gain entrance to one of the four skate parks on the outskirts of town. Unless you got to one of these within an allocated time limit, your sprite would be pursued by a vicious killer bees out for blood — oh, the realism. So with killer bees, skateboards, stunt parks and isometric 3D graphics (didn't I mention those?) you'd think *720* would be a real blast to play, wouldn't you? Well, in the short term, yes. It's a arcade parent strongly relied on its thumping, guitar-based music and superior graphics to pull in the crowds. The C64 version, lacking these, was the bare bones of the original concept, and suffered accordingly. US Gold did include an audio collection of the arcade's soundtrack, so if you were willing to pretend and had bad eyesight... oh, never mind.

## THE LIST!

As before, we've compiled a list of every game featured, as well as the following information: Game name, producer, typical mark of the time, COMMODORE FORCE rating now and an estimation of how 'available' the game is. The aforementioned rating is on a scale of one to ten, with one to three being difficult to find, four to six being hmmm... maybe, and seven to ten being readily available. Just to round it off nicely there's a comment on each as well with extra information and opinions.

<b>Trantor</b>	Gremlin	1984	80%	1/10
<b>Matchday 2</b>	John Ritman/Berndi Drummond	1984	80%	1/10
<b>Ninja Hamster</b>	CRL	1984	20%	1/10
<b>720</b>	US Gold	1984	72%	1/10
<b>Ostron</b>	US Gold	1984	68%	1/10

<b>GO!</b>	55%	46%	1/10
<b>Ocean</b>	90%	70%	1/10
<b>CRL</b>	39%	28%	1/10
<b>US Gold</b>	85%	72%	1/10
<b>US Gold</b>	68%	49%	1/10

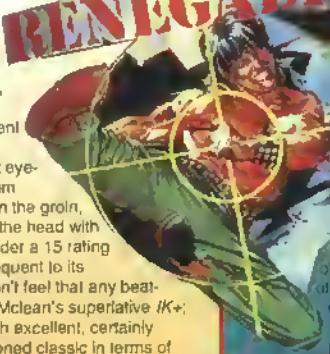
Another game that suffered equally during the transition from the bright lights of the amusement centres to the dingy back-rooms of the '94, was *Outrun*. The sheer amount of detail in the original (and its considerable popularity) meant that, even if the conversion was blinding, everyone would still not quite be satisfied. Well, at least cynics get a kick out of *Outrun's* arrival — almost predictably, it was a pale shadow of the game '94 users had hoped for. Its two sequels (particularly the most recent one) more than made amends for this disappointment... but that's another story.



• Looking far better than it played (or moved), *Outrun* was a bit dodgy. Sad.

From the inhumanity of war to the supposed pleasure of breaking someone's nose (or any other bodily part you care to mention), Imagine's *Target Renegade* is a thoroughly violent affair. A follow-up (of sorts) to their *Renegade* coin-op licence, *Target* was generally accepted as an improvement over its predecessor. Its violent content was almost eye-watering in its intensity; from kneeling (or being kneed) in the groin, to being smashed around the head with a baseball bat... it's a wonder a 15 rating wasn't slapped on it subsequent to its release! However, I still don't feel that any beat-'em-up can match Archer McLean's superlative *IK+*; *Target Renegade*, although excellent, certainly didn't beat the aforementioned classic in terms of sheer playability.

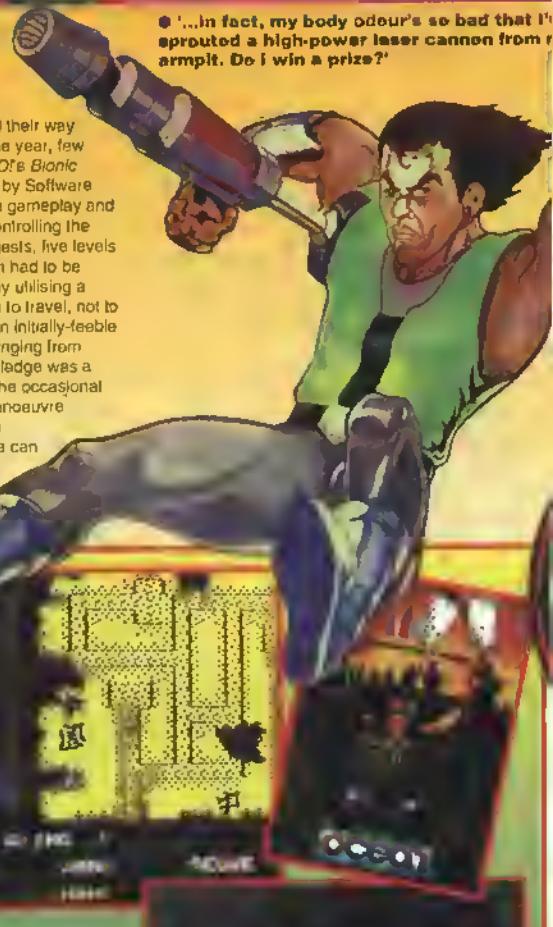
## TARGET RENEGADE



## Back to the... conversion?

As you may have guessed by now, 1988 was the year of the coin-op conversion. Of the many that found their way onto the software shelves during the year, few managed to be as absorbing as *GOT's* *Bionic Commandos*. Converted to the '94 by Software Projects, it offered novel, enjoyable gameplay and a superb Tim Folin soundtrack. Controlling the Bionic Commando the title suggests, five levels of platform/shoot-'em-up action had to be completed by utilising a bionic arm to travel, not to mention an initially-feeble gun. Swinging from ledge to ledge was a delight; the occasional spectacular manoeuvre intensified the game's already-high addictivity level. I mean, if a game can offer tricks as well as traditional gameplay elements... what more could you ask for?

• "...in fact, my body odour's so bad that I sprouted a high-power laser cannon from my armpit. Do I win a prize?"



## Oscar performance

Despite the slightly dubious licence (I mean, converting a film about the horror of war into a computer game?) Ocean's *Platoon* was one of the year's top ten releases. Comprised of a series of playable sub-games, it put most other movin' tie-ins to shame. If I had to criticise anything, it would have been

its multi-tasking... but, with its sheer amount of polished fun and unmatchable playability, *Platoon* provided hours upon hours of entertainment to many, including myself.

## Platoon

## Target Renegade

## Bionic Commandos

## The Great Giana Sisters

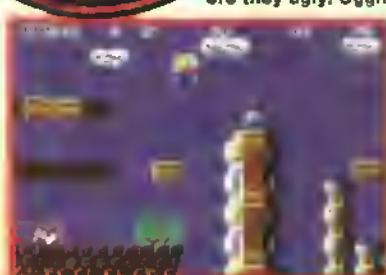
## The Vindicator

Ocean	94%	94%	3/10
Imagine	94%	88%	4/10
GOT	98%	88%	1/10
GOT/Rainbow Arts	96%	88%	1/10
Imagine	94%	52%	1/10

Well, with *Bionic Commandos* it would have to be better graphics — in my opinion, the game's only real downfall. Speaking of which, *The Great Giana Sisters* problem was that it was a little too reminiscent of a well-known Nintendo game, featuring a certain plumber/movie star... you catch my drift? Not long after its release, it was recalled and scrapped after Nintendo triumphed in a legal battle to prevent it being sold. As a result of that, you'd be lucky to find a copy... they're nigh-on impossible to find.



• They were banned from our C64s after someone realised their game ripped off Nintendo's Mario games. And boy are they ugly! Ughh.



• Here they are in their very own game. Recognise it? Thought so...

Football games made a re-appearance in the latter half of the year to coincide with the beginning of the new soccer season. On the management side, *Tracksuit Manager* from Goliath was by far the best; its depth and options helped it to easily surpass previous efforts in the (playing?) field. Where arcade representations were concerned, *Emlyn Hughes International Soccer* walked away with the best pots.

## Psycho Pigs

Psycho Pigs (C64, Amiga, Amstrad, BBC Micro, MSX, PC, ZX Spectrum) by Goliath Games (51%)

Psycho Pigs (ZX Spectrum) by Goliath Games (51%)

Psycho Pigs (Amiga) by Goliath Games (51%)

Psycho Pigs (Amstrad) by Goliath Games (51%)



As you'll well know if you're a regular COMMODORE FORCE reader, *Emlyn* wasn't too well received in its re-release review by Miles and, more so, Chris. After seeing this, fans of the game inundated our offices with complaining mail; one reader went as far as to describe Chris as a 'baby-faced piece of \*\*\*\*' for 'awarding' it 46%. Well, to solve the argument once and for all, here's the entire team's opinion...

MILES: I stand by my original opinion. It's too slow to generate any real excitement, and the keepers are awful.

CHRIS: Not for me, thank you.

IAN: It's a good game. I think it's alright.

ME? I like it, although I'm inclined to agree with Miles — the keepers are useless, and the pace rather pedestrian. Perhaps the final rating (58%) was on the low side, though; it was also a far cry from its original 90% and *Sizzler* accolade. Perhaps a mark between the two would've been a little more appropriate. Oh well — back to their own opinions, eh?



## Piggy Mayhem

Imagine a game where the action is restricted to a single screen. Add lots of different-coloured pigs. Then include a fair amount of bombs, complete with timers. Sprinkle a few power-ups, amazing Tim Follie soundtrack, two player option and what do you get? *Psycho Pigs UXB* was a conversion of a little-known coin-op, better known for its slightly risqué advertisements. Picture the scene: two teenage males looking at a billboard where a scantily-dressed female clutched a copy of *Psycho Pigs UXB*. One of the lads remarked: 'I know which

one I'd rather play with', to which his companion replied: 'Yes, but have you seen the reviews for *Psycho Pigs UXB*?'. Sexism and computer games debate aside, *Pigs* was a fun game to play — in two-player mode. On your own, it was sadly lacking; although it must be said that, as a conversion, it was just about as good as anyone could have hoped for.



On the budget scene, 1988 didn't really provide anything astoundingly brilliant. Re-releases were beginning to wriggle their way onto the software shelves; I wonder how many C64 users of the time could have imagined how thick on the ground they'd become in subsequent years. That aside, one budget release was of interest — *Dizzy's* eponymous debut appearance. By far the lesser of the egg's escapades, it was a poor Spectrum port. But hey — there's nothing wrong with being a little nostalgic about it, is there?



Back to the Feature takes a short break next month, so to read about the ups and downs of 1989's software happenings, you'll have to wait until issue 12. That said, don't worry — there'll be more than enough to compensate for its absence. Check out the *Next Month* page for more details — but for now, it's a good bye...

	UXB	60%	70%	1/10
<b>Psycho Pigs</b>	89%	89%	4/10	
<b>Tracksuit Manager</b>	90%	75%	7/10	
<b>Emlyn Hughes Int Soccer</b>	48%	43%	2/10	
<b>Dizzy</b>				

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# SURVEYING THE SCENE 8

**SHOULD  
WE  
HAVE  
A  
SURVEY  
IN  
EACH  
ISSUE?**

"But I filled one in from Issue Five" we hear you cry. Nevertheless, we're always interested to see how the C64, its users and the market in general are faring. To produce a magazine for people, it's often handy to know what they want to see (or don't!). Oh, and there's the new-found COMMODORE FORCE tradition of a 'mystery prize' for certain lucky individuals whose surveys get pulled out of the hat first...

## A: GETTING YOUR COPY OF COMMODORE FORCE

(1) How did you first hear about COMMODORE FORCE?

Saw it advertised in another magazine  
 Saw it in a magazine  
 Friend told me about it  
 Some other way (please write in)

(2) How often do you buy COMMODORE FORCE?

Every issue  
 Every other issue  
 Less often  
 Never

(3) How likely will you be to buy the next issue of COMMODORE FORCE?

Very likely  
 Quite likely  
 Not very likely  
 Not chance

Tell us how you  
 plan to be  
 filling out this  
 questionnaire



(4) How did you get this copy of COMMODORE FORCE?

I have an subscription  
 I was given it to my house by the local newsagent  
 The newsagent keeps it for me behind the counter  
 I saw it in a shop and bought it on impulse  
 I went into the newsagent specifically to buy it  
 I think I got it from a friend specifically to buy it  
 Some other way (please specify)

(5) What do you do with any back issues of COMMODORE FORCE you have?

Chuck them out  
 Keep them in case I need them for info etc  
 Loan them to a mate to read  
 Other (please specify)

## B: WHAT DO YOU THINK OF COMMODORE FORCE?

(6) Overall, how much would you say you like COMMODORE FORCE?

Like it loads  
 It's OK, I suppose  
 Don't like it much  
 It's terrible  
 I've never really given it much thought!

(7) What do you hear most about COMMODORE FORCE? (please write in)

---



---



---

(8) Give a brief list of the issue it covers. Do you:

Like it a lot  
 Like it a bit  
 Don't like it much  
 Hate it

I reckon we  
 need more  
 tips, lots of  
 'em! Ha, yeah!

## COMMODORE FORCE

**DARSHAN 2**

CLASSIC 90% RAVE  
 GOLD MEDAL WINNER



# GO SURVEY

(11) Below we have listed the sort of things you are likely to find in COMMODORE FORCE every month. We want to know if you think we've got the right level of coverage — so tick the box closest to your opinion...

Too Much About You Don't Know  
Right Little

- News (What's Happening)
- Tape pages (New Action!)
- Full price software reviews
- Round-ups
- Computer news
- Tips (The Toolkit)
- Technical stuff (The Mighty Screen)
- Playing
- Work in Progress section
- Letters (Mongram's Mail Bag)
- Subscription offers
- Chat
- Features
- Competition reviews
- Public Domain (Free, Secret!)
- Adventures (Dash 'Em Down!)
- Mail Order (Furniture Price)
- Head Month



(12) If you have purchased any of the games reviewed in COMMODORE FORCE, how does our review compare with your opinion of the game?

- COMMODORE FORCE got it right
- COMMODORE FORCE gave me the impression it was better than it is
- COMMODORE FORCE didn't tell me as much as I wanted to know
- I haven't bought any games reviewed in COMMODORE FORCE

(13) What do you think should be included when reading reviews like this?

- More rating
- Review Price
- Game Reviewer
- More details

(14) If COMMODORE FORCE gave you Impact COMMODORE magazine tell us which one is... (circle)

- (a) Why is it better than COMMODORE FORCE?

\_\_\_\_\_

(15) Who is your favourite writer on COMMODORE FORCE?

- Lloyd Morgan
- James Peas
- Chris Hayes
- Miss Gunney
- Dr Brian Miller

(16) We get lots of big letters from readers suggesting that we just make tapes etc. or add more pages. Some people even want both! Now, which would YOU prefer?

- Same job magazine (20 p)
- Add on extra tape and charge £2.50 (tell 'em in a whacking 64 pages (soft 2 tapes) and charge me £2.50)
- Cut one of the tapes and come down in price to £2.50
- Cut half of the tapes, go up in pages and stay the same price (£2.50)

(17) Some readers have written in to say that COMMODORE FORCE should be made like ZZAP! 81 was. What do you think?

- I think COMMODORE FORCE should do it as it is (soft 8K to save COMMODORE FORCE going to the like ZZAP! 81)
- Sorry, I don't even remember ZZAP! 81

Tell us your  
secret! C'mon,  
you know you  
can trust us...



## C: ABOUT YOU

(21) Sex (do not reply 'Yes/No')

Male

Female

(22) Age (please write in)

(23) How long have you had your C64?

\_\_\_\_\_ months \_\_\_\_\_ years

(24) Do you have a disk drive?

— Yes

— No

(25) Do you plan to upgrade to another computer or purchase one in the next year?

— Yes

— No

■ YES, which one? \_\_\_\_\_ (write in)

## THE TAPES

What games do YOU want on Best Action! What five suggestions in the space below, and who knows? If there is a demand for regular games, we'll be ever willing to bring them to you.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

## THEY'RE MY FAVOURITE!

So you get to read about our favourite games at the time, and what about you and them? Is it the particularly interesting to see your all-time top ten C64 games. We'll then collect the information and give the all-time top ten in the next issue.

1. \_\_\_\_\_
2. \_\_\_\_\_
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8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

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## ADVENTURE FANZINE ROUND-UP

# BASH YOUR BRAIN

What a strange month. I'd just finishing beating up my local librarian for suggesting I didn't use in their book racks, when — all of a sudden — aliens appeared in the periphery of my vision, just in front of the Mills and Boon books (sloggy, may I add). Stand at the ready, I leaped into a defensive position, much to the bewilderment of several passers-by. Peaked, I took a little closely and saw it was, in fact — Chris Hayward! After a brief conversation, it turned out he was trying to find a dictionary definition of 'stupid Mc-underthal idiot with garlic taste in knuckles'. What could he have needed that for, I wonder? Nevertheless, it's a bumper round-up this issue — adventure fanzines being the topic. If only they printed more pictures...

### ADVENTURE PROBE

• Monthly Publication — £2 per issue

A

# BASH'S

• Donald McLeod of Huddersfield writes that he is having terrible trouble with *Lords of Time* — one of my all-time favourite adventures. The strange thing is — and he's getting dreadfully confused about this — is that when he was trying to get to grips with the caveman outside the cave on the prehistoric level he, in desperation, said GIVE TOOTH and to his amazement, the Tooth Fairy appeared, took the tooth and walked off with the Cavemen at the same time! Well, Donald, this is a bug that may look convenient but isn't at all — if the Cavemen are despatched in that manner, you can't complete the level or go North through the cave system. What you should do is go back to level one, when you get the tooth from the Sabre

# ADVENTURES!

## THE ADVENTURE AND STRATEGY CLUB

• Bi-Monthly Publication — £24 per year

**T**he Adventure and Strategy Club is a new publication that aims to bring together all the best in computer strategy and adventure games. It features reviews of the latest titles, tips and tricks for getting the most out of your games, and a special section on how to create your own adventures. The club also offers a range of services, including a helpline and a monthly newsletter.

## MAILBAG

Tiger, and find the mushroom ring in the garden — you pass it on your way back to the clock. Once there, try to pick up the coin you find, and it will be snatched out of your hand by an invisible creature. When you're in the mushroom ring you can see that it is the Tooth Fairy and she will make you an offer for the tooth. Try SHOW TOOTH TO TOOTH FAIRY on some versions. Don't make the mistake of accepting her first offer though as you only get the coin and miss a vital item that you need. If you refuse her offer she will throw in a Firefly, which will enrage you to ignore the candle and you have a permanent source of light. To tackle the Cavemen you must first sort out the Tyrannosaurus Rex and the Alasaurus. The clue here is that they follow each other and don't get on very well together.

## THE GOBLIN GAZETTE

• Bi-Monthly Publication — £1.50 per issue

**T**he Goblin Gazette is dedicated entirely to 8-bit adventurers, and in many ways is similar to Adventure Probe. It's a fairly new fanzine in its present format, but its editor — Les Mitchell — has been publishing it for quite some time. Originally entitled Bare Bones, it used to be a solutions-only fanzine, but now offers a wide variety of reviews, hints and tips, lively letters section, features, articles and news. The fanzine can also be used as a useful reference

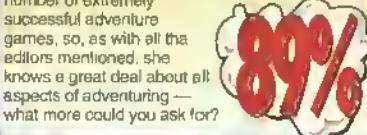
guide. Here again we find a very extensive telephone helpline section and Les himself is always happy to help out and chat if you give him a ring. Here again, as with Probe, the enthusiasm and friendliness of fellow readers is noteworthy. As a bi-monthly publication you may find that the long period between issues is a bit frustrating. You never know, though — if Les gets plenty of new subscribers and more contributions from fellow readers, then it might just change into a monthly. I've been very impressed with the issues that I've seen and Les informs me that there'll be plenty more Commodore 64 contributions in forthcoming issues.



## RED HERRING

• Bi-Monthly Publication — £4 per issue

**I**t has to be said that this is the most polished fanzine that I've seen. The print is professionally produced and sprung-binding is used. The cost is a little higher than others, but the quality is excellent and every subscriber I know is impressed with the value they get for their money. Red Herring is dedicated to both 8- and 16-bit enthusiasts and contains plenty of the usual sections. As with Adventure Probe, it's run by lady editors — this time jointly by Marlon Taylor and Sue Medley. Sue is also the editor of the long-running disk-based adventure magazine, Syntax, dedicated to 16-bit adventurers. She's also the author of a number of extremely successful adventure games, so, as with all the editors mentioned, she knows a great deal about all aspects of adventuring — what more could you ask for?



Then you can obtain the mirror from the pit. It's a magic mirror and will absorb a certain nasty creature. If broken at the right moment, the creature will chase away your problems at the cave.

• Mrs Sue Willameon of Dublin writes that she is at her wits end trying to move the huge fallen Menhir in Zork II: Well, Sue, the only way that the Menhir can be moved is by magic, and the only way you can use magic is to obtain the wand from the wizard. Once you've done this you can have lots of fun around the place trying out the F words — no, I'm not suggesting that you swear or anything like that. Remember that throughout the game the pesky wiz kept appearing and casting spells at you such as FUMBLE when you dropped all your objects and FEEBLE when you suddenly couldn't move because you were so weak? Put this to good use with the word FLOAT and your troubles will just drift away, but do remember that the spells have a limited life — so move quickly!

## ADVENTURE CODER

• Periodic Publication — £1.50 per issue

**T**he Adventure Coder is a monthly publication that aims to teach you how to create your own computer games. It features step-by-step guides, tips and tricks, and a range of software reviews. The magazine is aimed at both experienced programmers and those who are new to the field.



It seems to be one of those months when almost everyone is playing golden oldies as I also had a letter from Wayne Jones of Pontypool who tells me he's having dreadful problems with transport in ZZZZ. He just can't figure out how to get on the bus. Well, what you have to do first is EXAMINE BOOKCASE to find the money for the fare. Next you should CLIMB DOWN WELL and deal with the fire under the trapdoor. When you EXAMINE ASHES you will find the Bus stop sign, STEP OVER THE CROCODILE to get to the busy main road RAISE SIGN to attract the attention of the bus but don't forget to STOP BUS for one of them to actually stop for you!

• Well, that's all for this month. Keep on blazing away at those tricky adventures and, who knows, you might even get somewhere. Falling that, write to me for assistance at: Bash yer Brains, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

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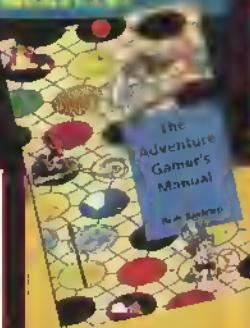
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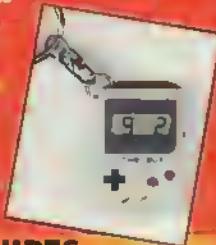


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